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December, 1992  
Volume 5, Issue 12

## STREET FIGHTER 3

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CIRCLE #146 ON READER SERVICE CARD.



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This month's EGM takes an in-depth look at EA's new ROAD RASH 2!

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EGM has the latest on the long-awaited follow-up to an arcade legend. Check out EGM's dream sequel to Street Fighter 2!



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# ELECTRONIC GAMING MONTHLY THE BIGGEST AND BEST!!

## FACT-FILES

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The newest fun-filled game for the Atari Lynx, Dirty Larry Renegade Cop will really make your day!

# LOOK OUT!!!

## THE CAT'S OUT OF THE BAG!



# CHESTER CHEETAH

Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keeper' Fiend will steal the show. But when we scam, we'll be on the lam. Problem is, I need my bike and it is not where I like. The parts are hidden somewhere in the zoo. I need you to find them too. Then, me and the boys can hit the road, cause life in a zoo just got old. Take it from me, "You Gotta Be Free!" It's not cool to be treated like a fool. So help me out. Grab a bag of Cheetos now and get a \$5.00 rebate on my run for fun. Chester Cheetah is my name and "Too Cool To Fool" is the rule for today's hippest adventure game. Brought to you by Kaneko USA, where the fun is never done!



Hey Dude, get a load of this! When Chester loses his cool he geeks out. What a Cat!



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Ya Baby, this is an adventure you just don't want to miss.

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# Comes to Television.

CIRCLE #136 ON READER SERVICE CARD

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# INSERT COIN

## CAN THE BIGGEST AND BEST GET EVEN BIGGER AND BETTER?...

That was the question all of us asked each other last month. After working long and hard for the past three months on EGM's new look, we sat back and looked over the November issue. Most importantly, we waited for your response. Every letter, fax and call that came in got our undivided attention, and while we were encouraged with all of the positive comments, we felt that there still was room for improvement. There were some areas which could be made even better.

Readers liked the large size of the November mag, so we made this one even bigger. Totalling a whopping 292 pages, this issue is the largest video game magazine ever published in this country!

Players thought that the idea of having free game related inserts was a good deal, so this issue there are even more. We hope you will like the Tradewest poster, Sonic comic book and Electronic Arts mini-mag.

Hopefully you will agree that the new EGM looks a lot cleaner, and reads much better. We have added staff to make sure that you get the best magazine possible.

We're now placing added emphasis on our loyal subscribers. Not only do sub copies now go out via quick second class mail (insuring delivery long before EGM appears on newsstands), this issue represents a visible difference between the newsstand copies and those being delivered to your home. Subscribers will not only save money, but also receive extra special bonus items that won't be included in the issues that you buy in stores. A word of warning to the subscribers, don't open the magazine too close to your face! There is a special treat between pages 130 and 131!

Although EGM is very different, there are some things that won't be changing. You're guaranteed to get the most up-to-date information, news, and tricks found anywhere in the country. For example, check out our new Street Fighter 2, character vs. same color character trick. It works with all 8 warriors! Our Next Wave and International sections show off games you won't be playing until 1993! The Fact File articles give you the details on the very latest game software, and last but not least there is the often imitated but never duplicated Review Crew, bringing you only honest ratings for the current carts.

Just as video games have evolved from 8-Bit to 16-Bit and now to CD, magazines must also evolve to best suit the changing needs of the new style of game player. We hope you like the new EGM, and if you get a free moment, drop us a note to tell us what you think of the new format. We'd love to hear from you!

Ed Semrad  
Editor



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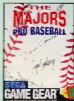
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## MORE STAR WARS GAMES!

I am a true EGM fan. I am also a big Star Wars fan. I have all the movies, comic books and practically every bit of Star Wars memorabilia available. The two Nintendo games were fun to play and, based on your high Review Crew ratings, I will definitely get the Super Nintendo version as soon as it comes out. But, like any normal game player, I am curious about what is coming out next. The third part of the series was my favorite. Do you know when Return of the Jedi will be coming out? Will it be out for the Super NES?

Lance Hupper  
Buena Vista, CO



Artwork for one of the AT-AT walker scenes in Super Empire Strikes Back!

(Ed. Wait until you try the Super Star Wars cart! This is one great game! Don't expect either of the sequels out in the near future, however, as all JVC/LucasArts could give us was this artist's sketch of one of the action scenes! Super Empire Strikes Back (working title and subject to change) will be the next game they plan to produce, followed by Super

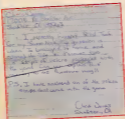
## LAST MINUTE UPDATE!

### FIGHTING STREET 2 ANNOUNCED FOR PC ENGINE!!

Turbo Technologies Inc. has confirmed today, that Hudson of Japan will be bringing out a 20 Meg PC Engine version of Fighting Street 2 (another name for Street Fighter 2) during the first quarter of 1993. This gigantic turbo chip card will have all of the animations left out of the 16 Meg Super NES version. The card, however, will only be available in Japan and TTI has not been able to acquire the rights for the U.S. Capcom U.S.A., when contacted, acknowledged that such a game will be made for the Japanese market only.



## LETTER OF THE MONTH!



Chris Jones of Shafter, CA earns the right to be the weirdo this month after saying Jaleco started packing in strips of velcro with their Super NES Rival Turf games.

We knew that Jaleco has the reputation for making games that blow your socks off so it doesn't come as too much of a surprise that they would try to help the game players out a bit. Chris, take the velcro and stick one piece to your leg and the other to your sock. Stick them together, then turn on the game. Solves that problem!

"I recently bought Rival Turf for my Super NES. My question is when I brought it home and opened the box to discover two 2" strips of velcro packaged with the game. Can you explain this mystery to me. Awesome mag!! P.S. I have enclosed one of the velcro strips that came with the game.

Chris Jones  
Shafter, CA

## WIN AN OFFICIAL EGM T-SHIRT!

Whether you're insane or not, the stupidest letter will always bring home the bacon. If you've got a particularly crazy thought, we'd like to immortalize you with a special edition EGM T-Shirt proclaiming your uncontrollable video game psychosis!



Return of the Jedi in late '93. Both games, as you can tell by the "Super" prefix in their name, will be for the Super NES. We'll keep you posted as the games progress!

## BEST SYSTEM - SUPER NES OR GENESIS?

Now that the 16-Bit systems are down to \$99, I want to upgrade to something better. Trouble is, after scouring all the magazines for the past 6 months, nobody has come out and said which is the best system. You guys are my last hope! Have you determined whether the Genesis or Super NES is better?

Carl Burke  
Houston, TX



EGM's 1993 Buyer's Guide is the only mag to rate the systems.

(Ed. For the only honest and objective ratings of games and systems check out EGM's 1993 Buyer's Guide. No "yes" or "hokay" if you like this then get this type of noncommittal statements as you see in other mags - just the expert opinions from our Review Crew!)

## WANTED...SONIC SODA!

Thanks for all the great Sonic 2 info. I couldn't believe your last issue when I picked it up, it was huge! Back in the October 1992 mag, you talked about Sonic soda. I think that it is a great idea and I would like to get a hold of a couple of cans of this special drink. Could you tell me where I can write to in order to get this beverage? If I can get it, how much will it cost? P.S. Enter my envelope in the Letter Art Contest.

Jon Marsley  
Getzville, N.Y.



Sega's custom flavored Sonic the Hedgehog sports drink is only available in Japan.

*(Ed. Bad news Jon. The much requested Segasonic the Hedgehog sports drink is only available in Japan. Sega of Japan cut a special deal with Asahi to make a grapefruit flavored soda. As of September, the only place you could get the drink was out of the soda machines at the Sega of Japan headquarters. Mass distribution is scheduled for later this year. When Ed was there he cleaned out Sega's machines and brought back a couple dozen cans for the EGM staff.)*

## STREET FIGHTER 2 NAME CHANGE

In issue 37 I noticed that it featured a Super NES screen shot of SF2 that showed the name "Vega" under M. Bison's strength bar. Later I found out that in the original Super Famicom SF2, the bosses names were rearranged from what we know them to be in the U.S. (Our Balrog is called M. Bison in Japan; our Vega is called Balrog in Japan; and our M. Bison is called Vega in Japan). When I heard about this, I figured that Capcom of Japan screwed up the in its home version for the Super Famicom. Then I realized that the M. stood for Mike and that would make Mike Bison. Did Capcom change the name to prevent any potential problems with our famous boxer? Then did you accidentally run a Super Famicom SF2 prx on page 115?

Davin Erickson  
San Diego, CA

*(Ed. Very smart Davin! That is exactly what happened!)*



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## NEW \$50 B&W SYSTEM!

I have been getting your excellent mag for some time now and your information is always the best and the first in print. Until now! One item which you have not written about is the other black and white portable game system. I don't remember its name, but I did see it in a magazine. You, to date, haven't mentioned or rated any other portable system. How about checking it out and updating us on any new info?

Courtney Edeburn  
Cranbrook, B.C.



**The Supervision has a 2 3/4" B & W screen and sells for \$50!**

*(Ed. There is a new B & W system out as you read this. It is called the Supervision and it is made by Watary. It boasts a 2 3/4" square liquid Crystal display; has a 160 x 160 pixel resolution; a 65C02 custom chip; stereo sound and a TV output (you can't do that on a GameBoy). Eight games were available at the roll-out of the system with 6 per month to follow. The system will cost about \$50 and the games either \$10 or \$16.)*

## MORE MORTAL KOMBAT CODES

Just finished reading your October issue and while it was good, I was really hoping that you would have at least some of the secret moves of the characters in Mortal Kombat. I've all but stopped playing SF2 and now devote much more of my spare time (and money) to this new game. How about a few moves to save me a lot of money?

Douglas Orlowski  
Thunder Bay, Ontario

*(Ed. You got it Doug! Check out page 104 in this issue for all the moves!)*

## EGM GOES TO THE BIRDS!

I could write praising your mag, or I could ask cute questions, but I thought I would just let you know your mag is not just a people oriented publication.

Oh yes, although Jester is only three months old, she (or he) thinks it can play games with me also.

Pet Elms  
Dallas, TX



**Polly want a cracker?...  
Nah, give him an EGM!**

*(Ed. Seems like everybody likes EGM! A parrot that plays games though? Come on! When Jester gets a high score, don't forget to send in a pix of the screen! I don't think we have a jacket in his size.)*

## SF2 NOW S-NES PACK-IN!

As you always supply me with the most up to date info on video games, I thought that I should return the favor. Today SF2 was released here in England. The shocking news is that Nintendo has a version of the system with SF2 as the pack-in cartridge! Enclosed is a copy of our newspaper to prove it!

Stewart Shimberg  
Manchester, England



**SF2 is now the pack-in cart with the Super NES in England!**

*(Ed. Looks like Quartermann was right when, back in the May issue, he said that SF2 was to be the pack-in cart for the Super NES. He just got the wrong continent!)*

# BALEOG'S BAILED.



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# REVIEW CREW

## STEVE HARRIS



What was my favorite game of the year? Besides Street Fighter 2 it was probably Super Star Wars. It had great action, excellent looks and enough challenge to make it a winner!

## ED SEMRAD



Of all the good games this year it all boils down to two "perfect" games - Sonic 2 and Street Fighter 2. As good as SF2 is, Sonic ends up on top, as to me, it just offers more variety and more fun.

## MARTIN ALESSI



Call me a skeptic, but SF2 blew me away! It convinced me that not all fighters are boring and repetitious. Of course, shooters are #1 in my book, and Space Megaforce took the top spot for me.

## SUSHI - X



Why even ask? Street Fighter II is the best, and games like Super Star Wars, Sonic 2, Madden 93, and Road Rash 2 will all have to wait in line behind this megamonster smash hit from Capcom!

Genesis

Sega

## Sonic the Hedgehog 2

Action

New

12+

8 Meg



Everyone's favorite hedgehog is back in this second installment of the Sonic series. This time, Sonic has enlisted the help of his buddy Tails to help him in his fight against the evil Dr. Robotnik!

This awesome sequel gives you more levels, better graphics and a two player split-screen option for double the fun! There is still tons of hidden stuff for you to search for as well as some incredible new obstacles like the infamous "corkscrew".

Cruise through tubes, jump over traps, and even hog aboard a biplane in a super-Sonic quest to stop Dr. Robotnik once and for all.

**S** Here's a game that's oozing with a lot of hard programming credits. This game is a graphic tour-de-force for the Genesis, but I thought the play was quite disjointed. There is definitely a lot to explore, but the game is manic in its approach. None of the levels are too long, which is both good and bad. A nice follow-up though.

**M** Sonic's back and this time he's bigger and better! The graphics are improved with great colors and very clever scrolling backgrounds. The music is decent and sounds as good as the first! The game play is top notch, but there's not enough freedom to explore the huge levels. Not linear but still too straightforward.

**E** Sega's mascot is back in a new adventure that can't be described with a lot of words. Being true to form, the game offers more enjoyment for the back. Has 2 player game, there's twice the fun. The levels are larger and harder and Sonic's new moves are quite innovative. Overall, the best all-around game on the market.

**S** No Genesis would be complete without Sonic 2! The two-player option is the best thing Sega could have done (after all, even Mario shares the spotlight with Luigi and the gang). The intense backgrounds, awesome levels, and wild levels are everything I had come to expect from a worthy sequel for Sonic!

# GAME OF THE MONTH

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CIRCLE #137 ON READER SERVICE CARD.

<b>Super NES</b>	<b>Sunsoft</b>
<b>Death Valley Rally</b>	
<b>Action</b>	<b>Now</b>
<b>20</b>	<b>8 Meg</b>



Your favorite cartoon team has just arrived for the SNES! Help foil Wife E. Coyote's plans of making a quick lunch out of our hero, the Roadrunner!

Twenty levels of non-stop mayhem await you in this loony, cartoony cart. Watch the coyote plunge into a canyon, fly into the side of a cliff, fall from a balloon and be flattened into a hairy pancake! That coyote will never learn!

This game has a great style of play and animation that left me with the impression of a Super NES classic. The play is cackler, however, and was marred by some comical "set-ups" straight out of the cartoon. The play seemed too fast in areas, but with a simple approach filled with plenty for the advanced gamer, this was a joy!

There have been a lot of cartoon translations but none as good as this one. Perhaps the reason can be attributed to the "look and feel" of the game. In DVR the characters act just like the ones in the popular cartoon. Another new idea is that each level is a whole cartoon in itself with a beginning and an end. Nice touch!

Now this is how a cartoon should be made into a game. With the way each level is a separate "cartoon" with end boss that coincides with the theme of the levels. The cinematics are great and each one captures the humor of the classic cartoons we grew up on. The game play is tough and could be a little less sloppy.

Yes, yes, yes! The Acme company never could have done this well! Death Valley Rally is extremely fun to play, and the excellent Mode 7 action scene is worth the price of the game itself! Look out Sonic! The Road Runner is running right on your Tail! A sequel to this comedy extravaganza has to be forthcoming!

<b>Super NES</b>	<b>Electronic Arts</b>
<b>Desert Strike</b>	
<b>Shooter</b>	<b>Now</b>
<b>5</b>	<b>8 Meg</b>



In the latest translation of Electronic Arts' Desert Strike, you are the pilot of an advanced assault chopper armed with the most sophisticated weapons systems ever devised.

Participate in various incursions behind enemy lines while avoiding missiles, surface-to-air fire and myriads of enemy choppers! The action is heavy in this military tour-de-force.

This is a very good helicopter/action game. The many levels are all appealing and the presentation of the cart is also top notch. Some of the play mechanics are a little jerky in areas, but for the most part this game delivers on all of its promises. Not incredibly intense, but satisfying nevertheless.

EA did a very good job in creating a realistic copter game with lots of life missions that take you back to the war in the Gulf, this simulation is one of the best ever done in a cartridge game. While the weaknesses of the system show through, the play control is learned, the game is manageable.

This is a great port over from the Genesis. The graphics are much more detailed yet the animation is a bit slower. The sounds are a bit over the top and the overall game play is very good. Desert Strike has a number of cool features and enough missions to keep shooter fans happy with a unique perspective.

Sayonara, Saddam! Desert Strike is the type of game you need to play if you are truly an American, or if you are against dictators in general! This game is repetitive and hard to control, but the ending is worth the tedious journey. Believe me! Who knows, perhaps you can look forward to more EA titles of this genre.

<b>Super NES</b>	<b>NTVIC</b>
<b>Q*bert</b>	
<b>Action</b>	<b>Now</b>
<b>20+</b>	<b>4 Meg</b>



The legendary character from the arcades is back in a new Super Nintendo game! Q\*bert is a weird little critter who lives in a world filled with geometric shapes. Q\*bert's strange domain has been invaded by other creatures like Froggy, Qoly, Slick and Ugg who are out to make Q\*bert's life unpleasant!

Help Q\*bert hop from tile to tile while avoiding the many enemies that appear!

First off, I must say that I am a big fan of the original Q\*bert. I played it for 40 hours straight once. This enhancement of the original would be extremely cool, if the controls and graphics weren't so poor. It quickly becomes frustrating when our on-screen hero fails to respond to the appropriate joystick moves. Too bad.

Wow, Q\*bert! At first my thoughts flashed back to the horrible game problems that plagued previous attempts but with four different ways of setting up the jumping in this version, it is good to say that NTVIC has a great playing game. The new enemies add more variety to the game play. Nice background!

I can't help thinking back to old days when plain stacked cubes were high end graphic technology. Anyway, this cart looks and plays like the classic coin-op with a few new twists. The backgrounds are awesome and music effects are evident almost everywhere. Controls take getting used to but the game is still fun.

Q\*bert is not happy, to be sure! The 16-bit version of this game is lacking in serious game play. Sure, the playing field is cool, and the graphics are better, but you are talking some serious repetition here! Yikes! Boring quickly becomes the first thing on your mind as you see the same thing over and over and over and over.

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The Valis Sword has now been handed down to a young girl named Lena in this latest adventure in the Valis series.

Lena must stop King Gallagher and his evil hordes from destroying what little goodness is left in the world. Possessing a variety of mystic weapons such as laser, chaser and aura, Lena must defeat countless enemies and horrifying and bosses to save humanity!

The latest in the Valis series does a decent job of carrying the theme over to the Super NES. Although the graphics are pretty good and the sound support well done, the action is very slow in the early rounds with next to no challenge except from the Bosses. Once the game gets going, however, the payoff is pretty good.

Super Valis is a worthy successor to the previous versions of the genre. While the cart continues the side-scrolling adventure series, the game does play smoother and faster than most carts in this genre. Very good backgrounds, lots of weapons and a larger than average seven level quest make this a good value.

Super Valis 4 is a good effort for an action cart on the SNES. The graphics are very good and the music is decent. Surprisingly the cart doesn't slow down and the action gets pretty intense. The cinematics don't have the flair of its CD-ROM counterpart and but overall this is a fun cart to pass the time with. Too easy.

Super Valis is not my idea of a smooth Super NES title. The choppy nature of the game really frustrated me, but I suppose the next sequel will have this problem ironed out. The still graphics are cool, with very little break up between frames. I'd like to see this on the Super CD, if it ever shows up!



Those ultra-popular comic book heroes are at it again. This time they must each fight their own way out of separate time warps! In order to return our from the time warp, each character must complete two levels of play.

Assume the identities of each of these heroes as you take on droves of bad guys and numerous traps designed to put an abrupt end to your crime-fighting days!

This game has excellent graphics and some incredible music and sound effects. The interaction and storyline are also very well done. The game, however, is little more than a series of notes that are littered with obstacles and a minimal amount of enemies to overcome. With more targets it could have been better.

LJN has developed one mighty fine game! I like the idea of having to play all 5 characters through 15 different events each before getting your opportunity to take on Arcade. While not an easy game, this cart will certainly test the abilities of the best players. Super control, decent graphics and a great challenge.

First of all, the fact that you can't select the character you want hurts this cart greatly. Each character is designated a group of levels and you must complete them using only that specific character. Bummer! The graphics and tunes are OK, but the sounds are annoying (especially Spider sense). Nice try but no benara.

I had a lot of fun playing my favorite comic book heroes. I would love to see several sequels starring different comic book legends. The graphics are good, with decent game play to boot. The music could use a little work, but I never read the comics, so the excellent soundtrack anyway!



Dr. Wily is up to his evil tricks again, and this time he has created a whole new assortment of enemies to help him! Designed by the fans of the past Mega Man installments, these villains promise to be the most dangerous yet!

Jump, shoot and climb your way through sixteen levels of outrageous graphics. Encounter the likes of Gyro Man and Star Man at the end of each level. Good Luck!

Another entry into a series that should have gone 16-Bit last year. The graphics, sounds and game play are all identical to previous efforts, with two robot creations (and their new weapons) representing the only change. There is no doubt the game is good, but Capcom has taken it as far as it's going to go on the NES.

Who says the 8 Bit is dead? Capcom did a nice update to the old series. Besides bringing back Mega Man's Kick Rush, it was good to see Capcom adding a few new twists like the geometric suitcase - Flip-Tip and the new attack robot - Beat-Long levels and some bosses make this more than a one night stand. Super!

Once again you fight against Dr. Wily's mean and nasty creations. The game play has barely changed since MMS, but there is enough new here to justify a purchase. The graphics are nice and some of the new enemies are hilarious. How about working on a 16-bit version or poor Mega Man may start wearing a hockey mask.

Okay, so it's an 8-bit title. Big deal. I must admit that I'm hooked on Mega Man. Each sequel looks better than the last, but I just wish it would break over to the 16-bit world at about the 6th or 7th sequel! All new bosses with all new weapons await, and I can't resist stop reviewing it so I can play!

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CIRCLE #139 ON READER SERVICE CARD

CAPCOM®



Batman's back in this major punch-fast from Konami. Based upon the movie sequel, this 8-bit cart boasts some outstanding graphics and sounds.

Bash your way through six levels of dastardly evil-doers and major crime figures like The Penguin and Catwoman. Use the multiple devices at Batman's disposal and pick up life-giving icons along the way. Help the Dark Knight triumph over evil.

This game reaches back to the original Batman for the NES. The graphic presentation is similar, but here is little technique. There are several styles of attack, but the problem is you play less in a lack of any real enemy character - in battle they all respond the same way. Kill a bad guy and another appears. Yawn.

The Caped Crusader comes out of the movies and into the game. Considering the system the game plays quite well. I liked the idea of controlling not only Batman but also the Batmobile and the Batwing. This adds variety to an otherwise linear game. Having 6 levels helps add to the longevity as does a password.

I am disappointed with the quality of this cart. The first Batman was filled with techniques and interesting game play. This game reminds me of the MNT with Batman characters. Run, jump and kick your way through 6 levels with extra tough end bosses. Batmobile scenes helped earn this average cart a 6.

Hark, the 8-bit is gasping for air! Can you hear it? Batman Returns would have been a great game a few years ago, but hey, this is the 90's. Everything about Batman Returns is smart enough to deserve honorable mention, but who needs outdated graphics, sound, and gameplay anyway?



Gridiron madness returns to the Genesis compliments of Electronic Arts' John Madden Football '93.

Choose from a hefty number of defensive and offensive plays. Throw it long and hope your receiver catches it in the crowd! Then, line up for the extra point and kick it through the uprights! When executing a running play, use your stylish moves to shake the defense. Travel the road to victory with Madden '93.

Another successful follow-up to the series! Like its predecessor, Madden '93 is an all-out gridiron game with enough options and plays to give the realism of the sport and absolutely fantastic animation supporting the play. With new digitized scenes and realistic depictions of on-field events, this one is a winner!

EA certainly does know how to make good sports games. Madden '93 is no exception. While the best players will rave over the subtle improvements, there is a diminishing returns problem - the previous version was so good that the average player may not think this version is worth the money in buying a new cart.

Hooray!! Another JM cart for my collection! Again this game is almost flawless in game play. The game has minute changes but everything basically looks the same. Still not a bad show, but you get John's voice commenting the major plays. Do the Super Bowl Shuffle with the infamous '85 Bears. Isn't life grand?

John Madden just keeps improving his all-star hit series for the Genesis! Madden 93 is the best yet, just as good with so many details, plays, animations and options to drive a less stable career mode! I love the new animations, like the shoe-stealing catch, and the new digitized voice of our favorite coach potato, John Madden.



Play pinball rock 'n roll style with EA's Crüe Ball. Use your flippers judiciously while trying to keep up with the intense action. Awesome musical tracks straight from a famous rock band will keep you a-hummin' throughout the course of the game.

Blast the various bumpers for extra points. Try to hit the little creatures that taunt you endlessly. A simple theme that always entertains.

This is a solid pinball game with A LOT of different screens, bumpers, and rock & roll music! The pinball action doesn't quite have a real feel to it as the ball bounces around without any bumpers building up as it descends. In this new video pinball you can add a password to this review. It's true to its theme all the way.

The sign of a really good pinball game is a lot of action. The bumpers and mucho things to play. In addition to having ramps and music. This game has it all. Best yet, there is no plot. You must defeat different enemies in each of 9 different levels in order to go to the final Boss in the top screen. Wow! Try it!

This glamorous looking pinball really has nothing radical. The game play is OK, but the ball seems to have a problem with gravity at times. The bumpers are cool and the graphic EQ is similar to the music in the background. Lots of little touches in the game play make this 'Motley' music should have been saved for Sega CD.

Pinball games are hard to find these days for high-end systems. Why? You can count them on your fingers. Anyway, Crüe Ball is a rockin' solid pinball game that knows the Crüe like no other video game in history. Decent game play added to the crankin' tunes really equal a game that is guaranteed to please.



# Cosmic Fantasy 2

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If you are ready to try a shooter with a twist then Bio Hazard by Sega may be the ticket. Use various icons to get new and improved weapons. Utilize a robotic pod which circles your ship to aid you in your battles.

Cool scrolling backgrounds and weird aliens await you in this strange realm. Battle huge and bosses by using your "charge-up" weapon of mass bio-destruction. Very smooth animation highlights this shooter.

Although Bio-Hazard's theme and appearance may be new, the action is pretty straightforward stuff. Many of the battle areas offer us very challenging conflicts, but for the most part I found the shooter to be nothing but familiar territory with nothing in the way of a real twist to perk it up.

Thunder Force 4 it isn't! While Sega's first attempt at a shooter that long time is a valiant effort, the cart just doesn't hang on as far as challenge and longevity. Shooter fans will want to get into this one but the average player will do best to try it out first. Good graphics and an better than average amount of weapons are pluses.

Graphically this is one of the most impressive Genesis Shooters out there. The animations are extremely smooth and the backgrounds are beautiful and weird. The sounds support the very impressive and the game play seems to not repetitive right away. There are a few interesting concepts but the game never gets exciting.

Too many clones, so little time to waste! Bio Hazard doesn't stand out as a real triumph in design or play or creativity. Anyone can pick the game up a play from start to finish without missing any intricate details to spice the already over saturated theme. You get nothing new here to slake your hunger for shooter fun.



Based on an upcoming movie, Sewer Shark is a CD-ROM shooter which takes you through the sewers of a futuristic city.

Fly through claustrophobic tunnels in search of ratigators and other sewer vermin while using your guns to eradicate them.

You will gain insight into your mission from Catfish; a probe which travels ahead of you relaying vital information on your journey.

Sewer Shark, although also plagued by a color palette problem, works much better than any of the other titles using video. The action is pretty straightforward; guide a cross hair around the screen to take out the animated bad guys. The backgrounds and storyline are delivered courtesy of the full motion video. Repetitive but good.

Since the Genesis can only display 64 colors, any video titles will obviously look grainy on the Sega CD. However, colors aside, Sega has taken actual footage and made a spectacular playing game. The action literally flies by and really keeps a player on his toes. Very challenging and must be seen!

At first glance this disc looks like the coolest thing since shoot 'em up. After you get over the odd effect of having a full motion video backdrop of high speed tunnel racing, the game is rather boring. Move a cursor over the screen and blast little mushy critters! Cool special effects do not make a great game.

Whoopee! Another full motion video CD, game with no plot or story game play. The color pallet needs more work, and what happened to the game? Guiding a crosshair in a really vague maze in order to blast rodents and rats is not my idea of hot shooter action. Best reaction can be summed up as "wait 'til next year."



The solar system is under attack by aliens wearing special armored attack suits. Our only hope rests with two specially designed prototype fighting machines.

Fight the aliens courageously with the special weapons that each robot possesses. The sound effects and animation are very realistic. There is also a great deal of skill involved in dispatching the aliens to the scrap heap!

Playing off of the hype that Street Fighter 2 has created, Black Hole uses the CD to provide some jammy tunes and extra memory for great character animations. The action is only average, all the way, with special moves that are pretty cool. The game doesn't have a abundance of variety, but it's fun as a two-player game.

Bignet has done an admirable job in creating a fighting game that involves unusually large characters. With a good variety of moves this futuristic Street Fighter-type game is loaded with technique. Combo moves are important, have a plan or strategy to be able to take on characters stronger than you. Fantastic music!

While this disc is an improvement on Heavy Nova, the music isn't saying too much. The graphics are a little better and the music is great. The cinemas are cool, but could be easily best done on cart. The game play is good but seems unresponsive at times. Cool collection of robots and a variety of moves are high points.

The problem with 90% of the games that pop up in this category is that, let's face it, the character interaction is the equivalent of a big nasty No offense, but without that, the best graphics, the best sounds, and the best ideas are for naught. This is here in Black Hole Assault's programming. As such this is only average.



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Save the scantily clad ladies from the night creatures by shutting the fiends into traps throughout the house! By using strategy and a great deal of clues provided all around the manor, you may be successful - but don't count on it. Be quick about locking the bad guys up or the lives depending on you may be lost.

Live action scenes flow smoothly and are very life-like. Night Trap is an exciting "thinking person's" game.

Although the full-motion video in Night Trap is virtually seamless, the smaller color palette makes some of the scenes somewhat difficult to make out. The acting is, on a whole, pretty bad, although some of the traps result in a cool conclusion. The game is a simple for my liking, but I am glad to see Dana Plato got work.

NT is a game that looks deceptively easy. This is because there are many things going on (on parallel video tracks!) that you can't see without a lot of trial and error and flipping game room to room. Although looking fancy, this just adds to the tongue-in-cheek humor. Not as easy as it looks! A spectacular use of video!

If there were ever a game targeted at the preteen male audience, this is the one. Sega uses their full motion video to delight your eyes with a group of attractive college co-eds wearing interesting clothing. There really isn't much exciting to the game play, and the M.V. is kind of impressive for the genre. B-rated acting.

Night Trap is the type of title that makes me ask WHY? several times throughout the game. The digitized pictures are decent, but the rest needs some work. After playing for about 15 minutes, you will quickly lose interest in this one! Still, this is the cutting edge of technology, so accept some glitches here and there.



Get ready for a quantum leap in gaming technology with Cobra Command. Utilizing the technology of the Sega CD-ROM to its fullest, this game looks and plays like nothing you have ever seen.

Pilot your gunship through tunnels, city streets and exotic locales in this totally realistic flight and fight simulator. Choose from three difficulty levels to make the missions even more challenging.

The Sega CD version of this classic concept laserdisc game covers some big points for presentation, but the resolution is a little thin. You guide the gunner over attacking targets that are highlighted via the CD's full-motion video. The animated adventure lacks vibrant color, but it is the best show piece the unit has so far.

Based on the old laser disc arcade game of the same name, Sega has obtained the rights to do a Sega CD version and this game is quite good. While not all of the animation is present and the game increments rather coarsely, since the player gets use to the way the controls, the game isn't too bad.

Why are all the new Sega CD games, focusing on cinema titles? This game is a decent arcade transition and offers most of the thrills of the high-tech cousin. The game really gives you no control over your copier, and you end up moving a cursor and shooting while watching a cool extralingua cinema display.

This is the most impressive CD title featuring cinema interactivity so far, but it needs more player control. What good is cool graphics without the ability to explore your playing field and make some choices? This title reminds me of Sewer Shark but is executed much better. It's a great first generation game for the Sega CD!



Bobbin Threadbare is a young member of an ancient sect known as the Guild of Weavers. Bobbin must combat the dark forces of Chaos in order to save the world from impending doom.

In this sprawling CD-ROM adventure, you will aid Bobbin in his epic quest. Bobbin must use his magic staff, learning spells as he goes along. A beautiful soundtrack adds to the fun.

This game brings new meaning to the term "cerebral puzzle game" invites you into a fantasy world with a completely unique form of interaction. The process of acquiring new weapons to proceed through the game is interesting and even though the pace is not as burning fast, I liked the set-up and execution of the concept.

Talk about moving slow! If the box didn't say Super CD I would probably know it. While some spots require thinking and planning, many other spots are more decoration than anything else. It would be good to be able to get through them quickly. Too slow for me but the graphics and a very challenging game otherwise!

This game is so different you'll either like it or you don't like it. The concept behind it is very cool and learning music to perform advanced techniques is quite original. The game is not too long and once you figure out the puzzles you really don't want to play through a 2nd time. Great musical score and colorful graphics.

Loom brings a new twist of gaming interaction to life, with usable interfaces to master, and several quests to complete. Still, this game lacks a little in the excitement department although the game play is solid. Well, it was not bored with the game, at least the soundtrack is a masterpiece of music! I'll wait for the sequel.

# MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!



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CIRCLE #115 ON READER SERVICE CARD.

Turbo Duo		Nintendo/T.T.I.	
<b>Dead Moon</b>			
Shooter	Now		
6	4 Meg		



Aliens have landed on the moon with the intention of taking over the world. It's your job to fend off the impending alien invasion, or die trying.

Six levels of fast-paced action await you in a cart that has finally reached the U.S. Power-up the four weapons of your choice, using the one that is best suited to your own style. The mega-hot graphics will blow you away!

This game was a real blast when I first played it over a year ago. It shows its age next to other shooters, but still remains a good addition to any shooter library. The game's rich detail and smooth interaction is tainted by a short adventure, but the trip is worth it and guaranteed to put even top gunners to the test.

It is good to see that someone is finally bringing out this great shooter. Although it is hard to tell from the intense action on the screen and spectacular bosses, lots of power-ups, and a good variety of weapons, all displayed on excellent backgrounds make this one of the best shooters for the Turbo!

This is shooter that is long overdue. The game resembles a classic Blazing Lazers with less power-ups. The graphics are stunning and the music is extremely well done for a cart. The game play is great and provides solid shooting action from start to finish. The cart is too short and there's not enough weapons.

Dead Moon is a top notch shooter that Turbo owners should pick up. While taking its sweet time to reach the states, it lost a few hairs, but it remains plenty of life in it! Great power-ups, bosses, and smooth game play are masterfully done. Though it's a real test, very few will taste as sweet.

Turbo Duo		Taito/T.T.I.	
<b>Hit the Ice</b>			
Sports	Now		
N/A	3 Meg		



"I went to a fight, and a hockey game broke out!" After playing Hit the Ice, you may feel the same way! Pick your fighter, err I mean **player**, from a variety of knuckleheads too unethical to make it into the big leagues. Each player has his own set of dirty moves which can be utilized during the course of the game. The crowd even gets in on the action, throwing their garbage onto the ice!

This might sound cold, but Hit the Ice is nothing more than an average sports title for the Turbo. There was a lot lost in the translation from the arcade. The graphics are good, but the game play suffers due to oversized characters and imprecise control. The Turbo needs to concentrate on features other than the Turbo Tap.

The arcade game featured some of the fastest action around, and since the player gets the hang out of it, he gets and gets good at the different passes, the game really gets intense. The fights are great and add to the excitement, but, like most Turbo sports games, plug in the Turbo Tap, get three friends and have a ball!

This is your typical hockey game and really doesn't do much of anything different to compliment the sport. There are fights of course and some of rough plays. I don't like the side scrolling view and the game play is sloppy. The graphics are cool, but the play is a bit big and clumsy. A slightly above average sports title.

This is the one of the best sports games for the Turbo! With its animated sticklers and dynamic sound, Hit the Ice really brings the hockey experience you want! The free-for-all battles are great, with even the crowd cheering in! Besides the utter bludgeoning of your opponents, the game play is fairly smooth.

Game Gear		Arcade	
<b>Alien<sup>3</sup></b>			
Action	Now		
15	2 Meg		



Ripley is back and so are those pesky aliens! Make your way through the isolated prison outpost while combating hordes of the merciless xenomorphs.

Your situation is not altogether hopeless, scattered throughout the prison are weapons like flamethrowers, pulse rifles and grenades. Use these wisely and you may make it out alive. Fifteen levels of horror await you!

Similar to the Genesis version, the GG Alien 3 deviates from the movie but dishes out a solid pace of action and maze play all rolled up into one. As Ripley, you must collect weapons to take out the onslaught of alien hordes, while locating fellow prisoners and releasing them from captivity. A nice adventure title.

Game Gear games are really getting quite good considering that they're low meg and run on an 8 bit machine. Alien 3 is clearly one of the best seen to date as it not only plays very well, but it also is quite easy to see the action on the small screen. For gamers on the go this version has it all over the GB cart!

One of the coolest Game Gear carts I've played in a long time. The game play is very tough and the aliens are ruthless. Plenty of weapons to use on the xeno-pests with. The mini cart is also even impressive for a portable. A great game play and graphics combined with a cool theme make this a winner. A bit unfair, but sold.

Aliens should learn their lesson, don't mess with that Ripley. Taking Aliens 3 on the road is the most appealing aspect here, as the game play is nearly identical to its 16-bit brethren. Stunning colors really light up the Game Gear screen, and even the music is decent. If sitting alien varmints is your style, prepare yourself!

# Rock 'n Roll



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CIRCLE #201 ON READER SERVICE CARD



BY ACCLAIM

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Bonk has hit the GameBoy! One of the most popular video game figures is now available to go!

Return to the times of the cave-men as you help Bonk to rid the world of the evil King Drool. Use Bonk's unusually hard cranium to dispatch the kooky enemies that come his way! Headbutt flowers for power-ups and eat meat to become invincible. A sure hit with the younger gamers.

There's not much you can say to knock this little guy. The graphics are pure and simple. The technical limitations of the machine are really glaring, however, and it's often difficult to stay your course without losing sight of where you're going. But if you like the basic game, this portable version shouldn't disappoint.

Bonk is back in an all new adventure! All of the fun from the previous version has been translated to the GB, including the hidden bonus rounds, the killer Grand Bonk move, and the various power-ups. Charge up Bonk's face and check out what he looks like with hair! Lots of fun and great for the younger players!

I was very impressed by this cart! My first thought was "A Turbo game scaled down for GB has got to be cheesy!" I was wrong. The game has phenomenal and the graphics and sound support are top of the line as far as GB is concerned. The bad points are excessive blurring that hurts my eyes and overly easy levels.

While it is cute to see the Turbo hero appear for the GameBoy, I'm deeply disturbed by the blurry backgrounds and chopped up game play. Let's face it! This is a Turbo game, and should never appear on a Nintendo system! What's next, Bonk for Game Boy? Let's get real folks! I want new titles!



What do you want, man?!!? The happy, happy adventures of the crazy cartoon duo can only happen on the GameBoy! Follow these two space faring dolts as they search for new challenges (besides getting that dried booger out of their nose) in the last frontier! Look for some of their famous antics at every turn as you control both Ren and Stimpy intermittently through several high-paced challenging levels!

This side-scrolling adventure game has some great intros and graphics that are true to the series. The action is well-done, although there is some time in the way of heated battles. The game is more of an exercise in avoidance. The main goal is to simply not get hit. Play sound simple, but the game is actually not half bad.

The dynamic duo of the '90s has moved from their cable TV show into the game systems. The GB version is quite good as the characters remain faithful to the show. Although the graphics are OK, the game play is what makes the game. Fans of the show will really enjoy this cart, but I think the S-NES version is the one to wait for!

This cart proves to be a lot of laughs. The cinemas and digitized voices capture the most humorous aspects of the popular TV show. The game play, however, is very basic jump and shoot action. Nothing revolutionary, but still fun because of the humor content. It has needed a little more than a hot title and humor.

Ren and Stimpy are a lot of laughs, but on the GameBoy, the majority just isn't there. Many of the humorous antics of the terrible twosome just aren't present, but the game itself isn't anything to shout about. This game is only for younger kids who don't crave non-stop action like the pros. Unhappy, Unhappy, Cry, Cry!



The classic legend Pit Fighter is now ready to battle on the move! As one of the first 4 Meg Lynx cartridges, Pit Fighter has some of the most intense animations ever seen on a portable system! You are either Kato, a karate master, Ty, a kick boxing champion and veteran of the Pit, or Buzz, an ex-wrestler with a taste for danger. Control these Pit Fighter as they battle toward the ultimate foe, the Masked Warrior!

You have to review this game on two levels. Although it bears the name Pit Fighter, you're likely to be pretty disappointed if that is what you expect. The game you get is a decent means of a head fighting game for the Lynx. The graphics aren't great, but the controls and interface deliver a decent challenge.

Pit Fighter has really made the rounds. Having been on virtually all systems, the Lynx version when compared to the rest actually comes out pretty good. While the animation is somewhat choppy, the game does play fairly well. The graphics are nothing to write home about but if you have a Lynx, this game is worth getting.

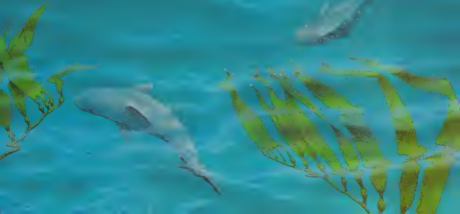
This is one of the best transitions of I've seen. The graphics are well animated and the action is very fast. The game play is accurate and the computer is tough. The music is weak as is the case with most Lynx carts. I would say that 4 Meg Lynx carts are the way of the future. Great low prices and cheap moves.

Since few action fighting titles are available for the Lynx, this game may fill the void for a little while. Unfortunately, very little of the arcade experience has been preserved in the Lynx translation. While still a decent fighting game, it bears little resemblance to the original. It does have decent control, and now I'm out of room...



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CONTROLLER

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need another  
**Super NES™ Controller,**  
and there is  
a sea of options.





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**ONLY ONE CONTROLLER STRIKES**  
WITH THIS KIND OF POWER. **ONLY ONE**  
CONTROLLER CAN INSPIRE TERROR IN THE HEART OF  
YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE  
TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCI PAD.



**INDEPENDENT TURBO CONTROL** gives you the most powerful bite. Twenty shots per second will break your opponents down in no time.

**AUTO TURBO.** It's like a continuous feeding frenzy. Hands-free, and fully-automatic, too. And, like Turbo Control, you get to pick which buttons to power up

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## a killer.

**SLOWMOTION** means you'll never rush through a meal. Get the time you need to master the newest and toughest games. After all, they're not getting any easier.

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**ASCIIWARE**

TM

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**CIRCLE #202 ON READER SERVICE CARD.**

# ELECTRONIC GAMING MONTHLY &

## NINTENDO

### Bart VS Radioactive Man

Action Acclaim

### Widget

Action Atlas

### Mega Man 5

Action Capcom

### Best of the Best

Fighting ElectroBrain

### Ultima: Warriors of Destiny

RPG FCI

### Goal Two

Sports Jaleco

### Young Indiana Jones

Action Jaleco

### Terminator

Action Mindscape

### James Bond Jr.

Action THQ

### RC Pro Am 2

Sports Tradewest

### Prince of Persia

Action Virgin

## SUPERNES

### The Duel: Test Drive 2

Action Accolade

### Warp Speed

Action Accolade

### Night & Magic 2

Action Amer. Sammy

### Combatribes

Action Amer. Technos

### BlaZeon

Action Atlas

### Ikka Bikkake (for Super Scope)

Shooter Bandai

### Balls VS Blazers

Sports Electronic Arts

### Jeopardy

Strategy Gametek

### The Hunt for Red October

Action Hi-Tech

### Goal

Sports Jaleco

### Chester Cheetah

Action Kaneko

### X-Zone (for Super Scope)

Shooter Kemco

### Gemfire

Action Koei

### Col Ripkin Baseball

Sports Mindscape

### GODS

Action Mindscape

### Wing Commander

Action Mindscape

### Push Over

Action Ocean

### Lethal Weapon

Action Ocean

### Addams Family - S. Hunt

Strategy Ocean

### Wardtris

Strategy Spectrum

### On the Ball

Action Taito

### Sonic Blastman

Action Taito

### Cyberspin

Action Takara

### Pro Quarterback

Sports Tradewest

## GENESIS

### Amazing Tennis

Sports Absolute

### Super BattleTank

Simulation Absolute

### Tecmo World Cup

Sports Atlas

### Mikro Machines

Action Camerica

### Lotus Turbo Challenge

Action Electronic Arts

### Risky Woods

Action Electronic Arts

### Road Rash 2

Simulation Electronic Arts

### Super WWF

Sports Flying Edge

### Jeopardy

Strategy GameTek

### The Gadget Twins

Action GameTek

### Uncharted Waters

Action Koei

### TMNT: Hyperstone Heist

Action Konami

### Sunset Raiders

Action Konami

### Col Ripkin Baseball

Sports Mindscape

### Outlander

Action Mindscape

### Jerry Granville Football

Action Razorsoft

### James Bond

Action Tengen

### Paper Boy 2

Action Tengen

### Great Waldo Search

Strategy THQ

### Championship Pro Am

Sports Tradewest

### Pro Quarterback

Sports Tradewest

### Sorcerer's Kingdom

Strategy Virgin



ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

# ELECTRONIC ARTS SPORTS NETWORK

<b>Global Gladiators</b>
Action Virgin
<b>Stellar 7-CD</b>
Simulator Dynamix
<b>Adv. of Willy Beamish-CD</b>
RPG Dynamix
<b>Wolf Child-CD</b>
Action JVC
<b>Batman Returns</b>
Action Sega
<b>INXS Music Video Game</b>
Entertainment Sega
<b>Prince of Persia</b>
Action Sega
<b>Hook</b>
Action Sony
<b>Make My Video</b>
Entertainment Sony
<b>TURBO GRAFX</b>
<b>Somer Assault</b>
Action Atlus/TTI
<b>Time Cruise</b>
Pinball Face/TTI
<b>Shockman</b>
Action NCS/TTI

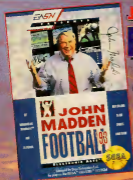
<b>Samurai Assault</b>
Action Namco/TTI
<b>NEO GEO</b>
<b>Art of Fighting</b>
Fighting SNK Home Ent.
<b>GAMEBOY</b>
<b>Alien 3</b>
Action Acclaim
<b>Krusty's Fun House</b>
Action Acclaim
<b>Centipede</b>
Action Accolade
<b>Universal Soldier</b>
Action Accolade
<b>Little Mermaid</b>
Action Capcom
<b>Mega Man 3</b>
Action Capcom
<b>Best of the Best</b>
Fighting Electrobrain
<b>Bionic Battler</b>
Action Electrobrain
<b>King of Crusade</b>
Action Electrobrain

<b>Out of Gas</b>
Action FCI
<b>Humans</b>
Action Gameloft
<b>Terminator 2 - Arcade Game</b>
Action LJN
<b>Crash Dummies</b>
Action LJN
<b>Battleship</b>
Action Mindscape
<b>Wordtris</b>
Strategy Spectrum
<b>Megall</b>
Strategy Takara
<b>Ren and Stimpy</b>
Action THQ
<b>Spot's Cool Adventure</b>
Action Virgin
<b>GAME GEAR</b>
<b>Alien 3</b>
Action Arena
<b>Bart VS The Space Mutants</b>
Action Flying Edge
<b>Ariel, the Little Mermaid</b>
Action Sega

<b>Chokun</b>
Action Sega
<b>Evander Holyfield Boxing</b>
Action Sega
<b>Defenders of Oasis</b>
Action Sega
<b>Home Alone</b>
Action Sega
<b>The Majors Pro Baseball</b>
Sports Sega
<b>Lemmings</b>
Strategy Sega
<b>Streets of Rage</b>
Fighting Sega
<b>LYNX</b>
<b>Dirty Larry</b>
Action Atari
<b>Dracula</b>
Action Atari
<b>Pit Fighter</b>
Fighting Atari
<b>Double Dragon</b>
Action Telegames

## GAME RELEASES FOR NOVEMBER, 1992 APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW. Information below was supplied by each of the individual companies, and is current as of September 26, 1992.



## JOHN MADDEN FOOTBALL '93

FOOTBALL'S GREATEST LINEUP EVER!

The best selling 16-bit sports game ever just got better! Now with 98 pro teams, including the 8 greatest-ever and 2 All-Madden teams, plus John Madden's voice-color commentary you won't want to turn off!

Also includes: split-screen play, no huddle offense, GB stop clock play, tougher computer opponents, new team and player stats saved throughout the playoffs, and a battery backup so no passwords are needed.



WELCO  
METOT  
HENEX  
TLEVEL



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Team 

# NO

*An interview with Tom Walsh—Raider's Asst. Coach/Co-Designer  
Sega® NFL Sports Talk Football '93 Starring Joe Montana®*

## **pain-killers.**

**How is the new NFL Sports Talk Football '93 better than the previous one?**

For starters, we used a new process called digitized animation. It's about ten times more realistic, because we actually filmed a real player, Marcus Wilson, running through the plays. We then digitized the image, so it's virtual reality.

## **No contracts.**

**How are the plays different?**

The previous game had 50 or so plays. The new one has thousands. I worked with Joe Montana to develop a play book based on the real NFL team plays, and each team's plays will be different. The more plays you know, the better you'll do.

## **No cheesy**

**So it's like coaching a real team.**

Exactly, right on down to knowing the characteristics of individual players and teams. Your skill at choosing the right play at the right time determines whether or not you will beat the opposing team. Just like the real thing.

## **half-time entertainment.**

**Could it actually be used to train real players?**

Actually, people have said that it would make a good coach's helper, kind of like a live textbook. I used to play football with the guy who developed the game for Sega. And when he approached me to do this, the goal was that it was to be the most realistic and authentic video sport game out there. I think we succeeded heavily. It's a really terrific game.

**(Other than that, pretty realistic football.)**



# EGM'S TOP TENS

## NINTENDO

1	2 MONTHS	-	TECMO: TECMO SUPER BOWL
2	1 MONTH	Δ	AMERICAN SAMMY: NIGHT & MAGIC
3	3 MONTHS	Δ	ENIX: DRAGON WARRIOR 3
4	1 MONTH	Δ	PARKER BROS.: MONOPOLY
5	3 MONTHS	V	NINTENDO: SUPER MARIO BROS. 3
6	3 MONTHS	V	NINTENDO: TETRIS
7	3 MONTHS	V	KONAMI: THIN: THE MHWATTAN PROJECT
8	2 MONTHS	V	NINTENDO: SUPER MARIO BROS. 2
9	1 MONTH	Δ	NINTENDO: ADVENTURES OF LINK
10	1 MONTH	Δ	KONAMI: CONTRA POLICE

## SUPERNES

1	3 MONTHS	Δ	CAPCOM: STREET FIGHTER 2
2	1 MONTH	Δ	NINTENDO: SUPER MARIO KART
3	2 MONTHS	V	NINTENDO: MARIO PRINT
4	1 MONTH	Δ	NINTENDO: NCAA BASKETBALL
5	1 MONTH	Δ	ENIX: SOUL BLAZER
6	2 MONTHS	V	NINTENDO: SUPER PLAY ACTION FOOTBALL
7	1 MONTH	Δ	TRIGREWEST: SUPER DOUBLE DRAGON
8	1 MONTH	Δ	KONAMI: THIN 4
9	3 MONTHS	V	NINTENDO: LEGEND OF ZELDA: LINK TO THE PAST
10	1 MONTH	Δ	ACCLAIM: SIMPSON'S: BRAT'S NIGHTMARE

## GENESIS

1	1 MONTH	Δ	EA: NHL91 HOCKEY '93
2	1 MONTH	Δ	SEGA: NFL SPORTS TALK FOOTBALL
3	3 MONTHS	Δ	SEGA: TEZUKA/IN
4	1 MONTH	Δ	TENDO: FBI 4
5	3 MONTHS	V	SEGA: EVRADER HOLYFIELD BOXING
6	2 MONTHS	V	SEGA: GUNGEONS & DRAGONS
7	3 MONTHS	V	EA: JOHN MASON FOOTBALL '92
8	1 MONTH	Δ	EA: TEAM USA BASKETBALL
9	2 MONTHS	-	EA: DESERT STRIKE
10	2 MONTHS	V	FLYING EDGE: ALIEN 3

## TURBO DUC

1	1 MONTH	Δ	WORKINGDESIGNS: COSMIC FANASY 2 (CD)
2	1 MONTH	Δ	TTI: ORDER OF THE DRIPPON
3	1 MONTH	Δ	HUJSDN: TTI: NEW ADVENTURE ISLAND
4	1 MONTH	Δ	TTI: PALCON
5	1 MONTH	Δ	HUJSDN: TTI: NEUTOPHIA
6	1 MONTH	Δ	IBSH: TTI: VIGILANTE
7	1 MONTH	Δ	HUJSDN: TTI: WORLD CURSE BRSEBALL
8	1 MONTH	Δ	JVC: TTI: LEGENDARY RKE
9	1 MONTH	Δ	NAMED: TTI: FINAL LAP TWIN
10	1 MONTH	Δ	HUJSDN: TTI: DRAGONS CURSE

## GAMEBOY

1	2 MONTHS	Δ	NINTENDO: KIRBY'S DREAM LAND
2	3 MONTHS	V	NINTENDO: SUPER MARIO LAND
3	1 MONTH	Δ	NINTENDO: BRSEBALL
4	3 MONTHS	V	NINTENDO: YOSHI
5	1 MONTH	Δ	INTERPLAY: FOUR IN ONE FUNPRICK
6	3 MONTHS	V	NINTENDO: DR. MARIO
7	1 MONTH	Δ	ACCLAIM: SIMPSON'S 2: BRAT V JUDGEMENTS
8	1 MONTH	Δ	KONAMI: QUARTH
9	2 MONTHS	V	NINTENDO: TENNIS
10	2 MONTHS	V	VIRGIN GAMES: CAESAR'S PALACE

## LYNX

1	1 MONTH	Δ	ATARI: NFL FOOTBALL
2	1 MONTH	Δ	ATARI: BASEBALL HEROES
3	1 MONTH	Δ	ATARI: PINGBALL JER
4	1 MONTH	Δ	ATARI: SHADOW OF THE BEAST
5	1 MONTH	Δ	ATARI: STEEL THLONS
6	3 MONTHS	V	ATARI: RAMPART
7	2 MONTHS	V	ATARI: ZELDS HERCONEYRY
8	3 MONTHS	V	ATARI: GUNTLET
9	2 MONTHS	Δ	ATARI: BLOCKOUT
10	3 MONTHS	V	ATARI: BERTMAN RETURNS

**Babbage's**  
America's Software Headquarters

The information below is provided by Babbage's and is current as of October 22, 1992.



# LONGER PLAY OR YOUR MONEY BACK

No Need To Push!

**TURBO  
TOUCH  
360™**

Longer Play  
OR  
Your Money Back!



Control directional movement with just a touch of your finger (no need to push).

- Longer Play
- Higher Levels
- Quicker Response
- Faster Motion
- No more Sore Thumbs
- Better Control
- Higher Scores
- Turbo Action

For use with Sega Genesis® and Master System®

Get the touch, get Turbo Touch 360—the breakthrough, high-tech video game controller that is so easy to use that it lets you play as long as you want. Just pass your finger or thumb over the sensor plate—no need to push—and you have total control of your game. Now, make moves like you've never made before and really get into the game. Turbo Touch 360 adds up to quicker response, faster motion, no more sore thumbs, better control, higher scores, more fun, higher levels and longer play. Triax is so sure that you will enjoy extra hours of effortless play that if you don't, we'll refund your purchase price. Get in touch with the next generation of controllers. Get the Turbo Touch 360 and enjoy extra hours of exciting play.



For use with Super Nintendo Entertainment System®



For use with Nintendo Entertainment System®

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## TOP TEN BIGGEST AND BADDEST BOSSES

Our staff has picked out the biggest, baddest, meanest and bosses that we've seen in the past few months. The most impressive bosses are found in SNK's Viewpoint, as well as Konami's Contra 3 and Axelay. Viewpoint gets the top spot for huge bosses that just won't quit!



### VIEWPOINT

Shu's third level boss has 3 modes of aggressive attack!

### CONTRA 3

Play on hard mode for a Konami style ending you won't forget.

### AXELAY

Konami does it again with 3 attack forms and a bad attitude.

### CONTRA 3

Go to level 2 and get 'blown away' by this Mode 7 monster!

### SMASH TV

Survey says: 'Stay away from Acclaim's untamed y host!'



### GATE OF THUNDER

Boss 4 is a wicked two section armored mech. Thank you T T!

### SPRUC MEGAFORCE

A shooter from Teho that has great bosses even on level 1!

### SHINOBI 3

Bega's boss on level 3 would love to have you for dinner.

### AIR ZANK

This 1st boss from T T 1 will absolutely amaze you.

### SUPER MARIO 4

So... impressive even though it's the oldest SNES cart out there.

## JAPAN'S TOP TENS

Ever wonder what kind of carts Japanese gamers are getting into? Here's the latest info hot off the press from Japan! Role playing and simulation games are usually the most popular in the Land of the Rising Sun. Once in a while, however, great games like Super Mario World and Super Mario World 2 will capture their imaginations.

SF-Super Famicom / FC Famicom 8-Bit / GB-Gameboy  
All Japanese Top Ten releases appear. 3rd rank from 10/2002 issue of Famicom Top Ten 8-Bit. ASCII Corporation.



### DRAGON QUEST 5 / SF

Japanese gamers are going crazy over Enix's cutting edge RPG!

### SUPER MARIO KART / SF

Mario combined with F-Zero is twice the fun from Nintendo.

### STREET FIGHTER 2 / SF

This fighting game legend from Capcom is still going strong.

### SUPER MARIO U.S.A. / FC

Nintendo brought the U.S. version of Mario 2 to the Japanese 8-Bit.

### THE ADMIRAL'S DECISION / SF

This naval warfare simulator from Koei is quite popular in Japan.



### SUPER GACHOPPIN WORLD / SF

Banda took SD and made a war simulation with the popular theme.

### BIG BATTLE STRATEGY / SF

The Japanese sure love sims. Try land and sea warfare from ASCII.

### DERBY STALLION / FC

ASCII lets you place your bets at the races in this unique simulation.

### RING THE FROG'S BELL / GB

Nintendo's weird attempt at action blended with role playing on the go.

### SUPER MARIO WORLD / SF

Mario 4 is over 2 years old and still remains popular with the 'ol' crowd.

Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

## EDITORS'

EGM's Favorite Games!



### Accolade's BUSBY



#1 1 MONTH

It takes a pretty phenomenal game to knock Street Fighter 2 and Super Star Wars out of the top spot. Busby from Accolade is just the cart that can do it. This 16-Meg wonder brings you the best elements of Sonic and Mario with incredible animation, mind blowing game play, and a totally cool character! It's "HOT!"

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
SUPER STAR WARS / SUPER NES	2	3	∇
JOHN MADDOEN '93 / GENESIS	3	2	Δ
CYBERNATOR / SUPER NES	4	1	*
STREET FIGHTER 2 / SUPER NES	5	3	∇
SUPER MARIO CART / SUPER NES	6	2	∇
SPRUC MEGAFORCE / SUPER NES	7	3	Δ
SONIC THE HEDGEHOG 2 / GENESIS	8	2	∇
SUPER NBR / SUPER NES	9	1	*
WONDER ODD / SEGR CD	10	1	*

The EGM Editors' Top Ten is based on the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

# CD-Action Unleashed.

Unleash the gaming muscle of the Sega-CD™ with the wildest, wackiest arcade-action game you'll ever play. *Wonder Dog™*

The hottest new star in the video-game galaxy will lift your gaming experience to another world. So check out the future of arcade-action gaming...you're bound to C D difference



**MORE**  
COMBAT, BUSES,  
PISTOLS, MISSILE SCAMS,  
SOUND EFFECTS, AND  
HIGH SPEED ACTION...  
**THAN A CART**  
COULD EVER HOLD!



Cartoon quality animation brings to life *Wonder Dog's* narrow escape from the invading Pitbully Space Armada on his home planet of K-9



In *Bunny Hop Meadow* you'll take on many mutts, rascally robots and dizzy ducks as your long journey back to free K-9 begins



You'll get down and dirty in the *Underground*, where you'll have to dodge dog-eating earthworms, gnawy moles and pesky gophers



Climb in the ring with boxers in *Dogsville* and waiting alley cats in the *Scrapyard*—maybe you'll even find a hidden zone or two... or three



Then you're off to *Loopy Moon* to face mutant martians, giant space rats and a wild assortment of space cadabots on the swiss-cheese lunche



Wipe out the entire *Pitbully* armada and save your home-planet K-9 from sea-pot droids, hovering bull-fleets and frumpy helmet heads



Cut through *Planet Foggia* and plug-up the poisonous gas-spewing, Zonker and his smoke-hunter buddy, Hukker



Anything can happen on *Planet Ward*: flying pegs, falling monkeys, invisible aliens—and it always feels like someone's watching you

**OVER**  
**400**  
**ENEMIES**



**JVC**  
JVC MUSICAL INDUSTRIES, INC.

JVC Music Entertainment, Inc. 3100 Serrano Boulevard, Suite 200, Los Angeles, CA 90008  
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**SEGA**  
WELCOME TO THE NEXT LEVEL

# 8-MEG DEAD DU

It B  
Whole N  
to Disarm



8 MEGABIT  
16 BIT GRAPHICS

LICENSED BY SEGA FOR PLAY ON

SEGA  
GENESIS  
16 BIT ENTERTAINMENT



This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA GENESIS SYSTEM.

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# DEATH DUEL

## Brings A New Meaning To Your Enemy....

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Age \_\_\_\_\_  
Please check if you'd like to be added to our mailing list.

**NOTICE**  
Contrary to published reports, Death Duel has been banned only in certain European countries; however, it is still legal in all 50 states as of the date of this notice. Any reports indicating otherwise are unfounded.

US 0 2517-892

NOT SUGGESTED FOR CHILDREN UNDER 13

*Razor  
Soft*®

CIRCLE 17 ON READER SERVICE CARD.

# GAMING GOSSIP

...EA's 3D-O System Nears Completion...New Madden Football Game...Jaguar Update...Menacer Gets T2...  
...Malibu Gets Street Fighter 2 Comics...Tradewest Joins Genesis Ranks...Double Dragon Movie...Bubsy A Hit...

...Well done kiddies! The Sultan of Scoops, Quartermann, is back once again with tons of inside info from behind closed doors! Yours truly has gone to great lengths to look up the brightest news in the biz, with gossip so good I should be slipped! Before you turn that page, let's get going. The super secret Electronic Arts game machine is rolling closer to the starting line! Inside VIPs have told yours truly that the 3D-O project unveiled in these pages for the first time last month, has development systems readied and plenty of programmers waiting in line! The CD console, which will have game downloading capabilities, is rumored to be called the Opera and several conferences have officially introduced the unit to the programming public. Initial word to the Q-Mann says this thing is hot...Have you ever wondered what happened to foceball? I haven't...Don't be surprised if the Madden series continues well beyond part three! Rumor has it that a rental-only version of the pigskin classic could be in the works.

...Quartermann is giving a new thumb tack in the eye award to the most fecal corporate decision making of the month. While the initial demo of Atari's Jaguar is truly eye-popping, the company's suits are rumored to have lobotomized the machine by taking out half its brains! The system now has only one mag of operating RAM - erecting a brick wall in front of the chances of any super softs. On the street with a dozen games by April? You're living in a dream world pal. Look for Star Trek: Deep Space Nine to be coming to a video game screen sometime next year...EASN has successfully pow-wow'd a settlement with sports network ESPN over the use of a logo. The use of a logo? Don't worry EA, with games this great it doesn't matter what you call them, I say you're kick...

...Late breaking news from the cats at Sega! The Menacer light bazooka-gun-type-thingie will not only come with a cart filled with six boring target titles, but the wonderfully intense Terminator 2: The Arcade Game from Acclaim! If you want my opinion, I would have bought the Sega gun just to play T2, but as a pack-in, the Q-Mann is a sure sale. You didn't think you'd get through this column without hearing about Street Fighter 2, did you? Following up on a scoop the Quartermann dug up some time back, it now looks like sizzling hot Malibu Graphics will be dishing up the further illustrated adventures of Capcom's popular World Warriors! Can't wait. Speaking of Street Fighter 2, moi was totally correct in announcing a SF2 pack-in with the Super NES. The only problem was that I forgot to tell you it would be an arrangement exclusive to Europe. The combo package is selling like hotcakes and pushing the Nintendo 16-Bitter through, so get off my back Harris.

...While you Quarter-maniacs have flooded the Governor of Gossip with enough letters exclaiming "gee-wiz did you see the new SF2 diagonal-shooting fireball machines" to lay waste to entire forests, word from the recent AMOA expo in Nashville (...no sir, I didn't like it. ) had similar devices being devised for Mortal Kombat! Don't be surprised if Midway releases an upgrade of their own...Tradewest is just the latest corp. to board Sega's ship with versions of the loads, football and racing readied for the Genesis (cool poster, eh?) Groovy...Accolade's new 16-Meg monster, Bubsy, is absolutely hot, Hot, HOT! With great animations and superb game play (dare I say better than Mario and Sonic put together???) this Super NES cart gets the Quartermann's roasted ho-ho award for big vid thrills... Aliens vs. Predator from Activision? Try Terminator vs. Predator from Virgin...

...An American invasion of Europe is about to take place! All of the blokes who read the Q-Minator overseas take note: EGM is coming!...Although Acclaim passed on it, Total Carnage was set to see the light of day as a Sega cart, but is rumored to have been scraped in favor of added emphasis on CD projects. Get ready for Double Dragon: The Movie from legendary Entertainment! No names yet, but a nice ad on the back of Variety...This wraps it up kiddies! Be sure to tune in next month for another special surprise from the Q-Mann and the promise that I'll pick the nuggets...

**- QUARTERMANN**

# GameTationIX

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## SUPER NES

Alien 3  
Axeley  
Batman Returns  
Bio-Hazard  
Bulls vs. Lakers  
Combustibles  
Cool World  
Final Fantasy - Mystic Quest  
Gods  
Hunrongo  
Lethal Weapon  
Out of This World  
Phalarx  
Shadow Run  
Spiderman & X-Men  
Super Buster Bros.  
Super Shadow of the Beast  
T2 Judgment Day  
Terminator 2 - Arcade  
Ultrabots  
Warp Speed  
Wing Commander

## SUPER PANICON

2020 Super Baseball  
Battle Tech  
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Capcom's Mickey Mouse  
Combustibles  
Devastator  
Final Fight 2  
Flying Heroes  
Golden Fighter 5D  
Heavy Armored Vulkan  
Jungle Wars  
Naxat Super Pinball  
Nosferatu  
Power Athlete  
Pro Wrestling  
Psycho Dream  
Rushing Beat Run (12M)  
Solstice II  
Super Air Diver  
Super Golden Fighter 2  
The Sword Maniac  
Top Racer 2  
Video Kids



2020 Super Baseball (SN)



Felt's Fury (SN)



Final Fantasy II (SN)



Alien vs. Predator (SN)



Red Riot (SN)

## GENESIS

Alien vs. Predator  
Batman Returns  
Captain America  
Cobra Command (CD)  
Double Dragon 3  
Filmstones  
G. Foreman's Boxing  
Indiana Jones  
John Madden '93  
Keeper of the Gates  
NBA All-stars  
NHL Hockey '93  
Road Rash 2  
Road Riot  
Scenic 2  
Steel Talons  
Streets of Rage II (16M)  
Strider 2  
Superman  
T2 Judgment Day  
Wolfchild  
X-Mutants  
Young Galahad

## MEGA DRIVE

Power Athlete  
Golden Axe 3  
G-Loc  
Gauntlet  
Super League '92 (CD)  
Super Shinobi 2  
Final Fight (CD)  
Musashi  
Black Hole Assault (CD)  
Call For More Titles

## JAPANIMATION

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Akira  
Black Magic M-66  
Bubble Gum Crisis 1-8  
Bubble Gum Crash 1-3  
Dangalo 1-3  
Devil Hunter Yoko  
Dominion 1-4  
Fist of the North Star  
Gunbuster Vol. 1-3  
Guyver  
Lenaman  
Lupin III: The Cellist  
Maddox-01  
Macross 2 Vol. 1-3  
Nadia 1-4  
Orange Road Vol. 1-4  
Orange Road Motion Pic.  
Orguss  
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Hellfire 2 (SCD)  
Y's Book IV (SCD)  
Macross - Love Song (SCD)  
Ranma 1/2 - Battle (SCD)  
Silent Mobius (SCD)  
Space Fantasy Zone (SCD)  
Call For More Titles

## NEO-Geo

Viewpoint  
Art of Fighting  
World Heroes  
Magician Lord 2  
Ninja Commandos  
Last Resort  
Soccer Brawl  
Baseball Star 2  
Football Frenzy  
Call For More Titles



Power Rangers (SN)

## LYNX

Cabal  
Demonsgate  
Dracula  
Eye of the Beholder  
Hyperdrome



Galaxy Gun War (SN)

## GAME GEAR

Batman Returns  
Streets of Rage  
Chalkin: The Forever Man  
David R's Supreme Court  
Terminator 2



Batman (MS-CD)

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# All The Hudson



## Super Adventure Island

For play on the Super Nintendo Entertainment System

- Editor's Choice Gold Winner from Electronic Gaming monthly
- Spectacular Graphics Combined with incredible music
- Power-up feature transforms hero into wild skateboarder
- Weapons include: stone axes, boomerangs and fireballs

## Adventure Island 3

For play on the Nintendo Entertainment System

- Combat a mysterious invasion of primitive Adventure Island
- Explore eight gigantic islands on your quest to save Jeannie Jungle
- New dinosaurs and weapons are included to defend Master Higgins
- Uncover secret bonus zones and hidden items for extra power

## Adventure Island

For play on the Game Boy System

- Master Higgins goes portable in this classic South Pacific game
- Crack open treasure eggs for massive points or handy shortcuts
- Hunt through bizarre Islands filled with sneaky killer traps
- Dodge snakes, bats and more as you search for your lost friend

Special note to consumers:  
If you are unable to find any of these titles at  
your local retailer, you can order direct by calling:  
(415) 435-4401!



# Best From n Soft



## Felix the Cat

*For play on the Nintendo Entertainment System*

- Journey through nine levels of intense animated adventure
- Felix's Magic Bag of Tricks Provides dozens of helpful items
- Features many character's from Felix's zany cartoon series
- Enter hidden Magic Bags for super bonuses and power-ups

## Bonk's Adventure

*For play on the Game Boy System*

- Classic video game character now available for the GAME BOY
- All-new transformations and power-ups for our cave boy hero
- Do flying head-spins and Pile-driver moves to "bonk" bad guys
- Multiple challenges in the special trial areas for extra points

## Bomberman II

*For play on the Nintendo Entertainment System*

- New power items and poison skulls highlight the excitement
- Features include options for 2 or 3-Player simultaneous play
- Build up bigger and better bombs to blow away the enemies
- Over 50 levels of incredibly bombastic heroics in 1-Player mode



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CIRCLE #109 ON READER SERVICE CARD

# EGM EXPRESS

## SONY TO MAKE CD-ROM WITH NINTENDO

On the eve of the Sega CD's official rollout, Nintendo of America issued a press release announcing a renewed alliance between their parent company - Nintendo Co., Ltd. of Japan and Sony Corporation of Japan.

Claiming that this alliance will pave the way for the emergence of an international industry standard for CD-ROM technology, Nintendo is banking heavily on Sony's experience and reputation in the CD marketplace.

Under the agreement, Sony will manufacture and market a new game system which combines Nintendo's Super NES home video game system and a CD-ROM drive. This new product will play both



An artist's conception of what the Sony 'Play Station' could look like.

Super NES cartridge games and soon-to-be announced CD-ROM software.

This new combo system very closely resembles Sony's older 'Play Station' which was announced over a year ago.

Nintendo will manufacture and

market a CD-ROM player which will attach to their existing Super NES. This peripheral will utilize Phillips' patented CD-ROM XA bridge format, thereby allowing Nintendo game discs to play Phillips' popular CD-I home entertainment software. All games, both cartridge and CD based, will be fully compatible across both Nintendo's Super NES CD-ROM and the new Sony console.



Nintendo will still bring out their own 32-Bit CD-ROM add-on peripheral.

## SUPER NES GENIE IN STORES FOR HOLIDAYS!

Galoob Toys, distributor of the Genesis Game Genie in the U.S., has just announced that a similar product for the Super Nintendo will be in stores nationwide by Christmas.

Called the "Super 16" Game Genie, the device will come with a



Galoob's Super Nintendo Game Genie will be granting wishes by Christmas!

book that contains codes for 51 games. A coupon for a free update that contains codes for another 50 games will be packaged with the Genie.

This version of the Genie will allow up to five effects to be programmed at one time. The Super 16 will also have a switch on it whereby the player will be able to turn the Genie on or off during game play.

Scheduled to cost about \$60, Super 16 is being rushed into production in order to be available for the Christmas holidays.

A similar product for the Nintendo GameBoy will be released early in 1993. The Super 16 Game Genie will not be a licensed Nintendo peripheral.

When will players be able to buy these systems? Nintendo continues to state that their CD-ROM peripheral will be released simultaneously in the U.S. and Japan in August 1993. Other press releases indicate that Nintendo is still shooting for a \$200 pricepoint.

Both Nintendo and Sony each plan to independently license third-party companies to develop, manufacture and sell disc-based games.

The new CD-ROM players will contain a custom built 32-Bit processor as previously announced. According to Nintendo, it will be able to handle the next generation of games better than any other machine. These games envision full motion digitized video, 3-D polygon graphics as well as sound and music that will rival the best in home audio CDs.



# COMBAT ACTION WITH A NEW SPIN

## BLACKHOLE ASSAULT

Get ready for the intergalactic battle of the 21st Century. Mother Earth is on the verge of extinction. Overpopulation and mass urbanization have created a shortage of vital raw materials. You've been commissioned to pilot our planet's most devastating weapon — C.A.M.: Cybernetic Anomalous Machine—and duel the unruly Akiros for their precious resources.



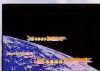
**1 OR 2**  
PLAYERS AT ONCE



Battle an alien warbot on the desolate sands of Kirog.



Challenge a fellow C.A.M.™-rod on Satellite Phobos.



Kickin' CD animation makes all the action come alive.

- First combat/action CD game on the market
- High-intensity, photo-realistic CD graphics
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- 1- and 2-player gaming selections
- Blockbustin' 8-player "Tournament" and "League" play
- 10 stellar battleground scenarios
- 8 rude war machines each with its own hot hardware



CIRCLE #175 ON READER SERVICE CARD.



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# SEGA DEBUTS NEW CD PRODUCTS

On October 15, 1992 Sega of America held a press conference in New York to officially roll out their Sega CD peripheral. Members of the press got their first hands-on experience with their machine and tested out many of the new and exciting games which will be appearing from Sega and its CD licensees in the near future. While the games were interesting, it was the new technology being demonstrated that really got everybody's attention.

## FULL MOTION VIDEO

Out of all the games on display, the most impressive titles contained moving video. *Night Trap*, *Sewer Shark*, *Citizen-X* as well as three 'Make Your Own Music Videos' were the best of the bunch and clearly demonstrated the power of the Sega CD.

The live-action CDs were created by a company called Digital Pictures. This company has solved the problem of compressing video (which normally consists of millions of colors and runs at 30 frames per second) and packing it into the memory available. Special software programs have been developed by DP to reduce the palette down to 64 colors, cut the frame rate in



**The Sega CD is available now and sells for \$299 with 5 discs.**

half and then digitize the end product. To get 65 minutes of continuous moving video onto the CD they created a new software algorithm which is able to compress the data still further!

## SCALING, ROTATION, ZOOM

A custom graphic processor chip known as ASIC has been built into the Sega CD. This chip handles all of the cool functions that make the Sega CD shine so brightly. Best of all, these functions will now be done automatically in system hardware, eliminating the need for programmers to build such features into the game. Smooth scaling, rotation, zoom, pseudo 3-D simulation and fading of individual sprites (rather than backgrounds like the Super NES does) will all be possible through ASIC. The number of sprites or colors will not be increased though. Sega has confirmed that there are new software routines that will 'trick' the system into displaying more colors, but the games that use such tricks won't appear for some time.

## THE FUTURE

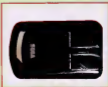
Sega is hesitant to comment on releases beyond three or four months, but they have announced that there will be a back-up RAM cartridge for the

CD. This cartridge will plug into the Genesis and allow the player to save game information ranging from high scores to player position data from RPGs. This cartridge is already out in Japan and costs about \$50.

A second item soon to appear for the Mega CD in Japan is a mouse. Sega is considering this peripheral as an option in the states to greatly speed up 'point and click' type programs like the new *Make Your Own Music Videos* and the upcoming *Video VCR* (see insert article on page 285) programs.

Beyond this, the sky is the limit. Programmers have already learned how to extract a continuous stream of uninterrupted multi-track full motion video from the CD, and as compression technology improves, the second generation of CDs will take this medium into areas that aren't even considered possible by today's standards. The key now is to integrate this new form of video game visualization into games that will be as much fun to play as they are to look at.

Whatever the future may bring, Sega has introduced us "to the next level."



**Sega could offer a mouse as an option for its Sega CD.**



**Next year Sega will offer a back-up RAM cart for the Sega CD.**



# "Greetings, Pig-slime!"

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Your puny little video life is about to become Sküljagger-chow. The reason? You—and ace rebel Storm Jaxxon™—are spearheading a massive revolution against Captain Sküljagger's fearsome forces. And if you think Sküljagger's going to take this revolution lying down, then maybe you've forgotten how hacked-off a maniacal Kilted™ despot can get!



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Your one hope for survival—the secret game play clues hidden throughout the pages of your amazing clue and story book.

It's going to be a war to end all wars. But it can't start without you.

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CIRCLE #143 ON READER SERVICE CARD

# NEW SEGA CD GAMES FOR 1993

Besides the games already announced, Sega and its licensees have started on the second generation of Sega CD software. Some like Sonic CD are locked safely away behind

the closed doors of Sega's R & D labs, far from the prying eyes of EGM reporters. A batch of new games surfaced for a brief moment, however, and the EGM cameras were

there to grab some quick photos of Sega's first quarter '93 line-up. Many of these CDs are starting to make use of the extra functions in the ASIC graphics chip and show promise.



## RISE OF THE DRAGON

SEGA

Based on the Blade Hunter Mystery Series, Rise of the Dragon features a unique interactive plot and simple point and click interaction on various objects. A true CD game with a challenging mystery!



## JOE MONTANA FOOTBALL

SEGA

Big Joe plays coach in the first of the Sega CD sports games. A 3-D perspective is used to display the field from various camera angles. Over 600 digitized moves add to the realism.



## TIME GAL

SEGA

Created by the same people responsible for Cobra Command, Time Gal plays very much like the old Dragon's Lair arcade game. Spectacular animated sequences and superb audio make this CD a hit.



## JAGUAR XJ220 RACING

JVC

Get behind the wheel of the XJ220 racer and take on the best drivers in the world. The courses duplicate the big name tracks and a split screen offers head-to-head play.



## NIGHT STRIKER

TAITO

Race through cybernetic cities against ruthless computer opponents. Take advantage of the awesome levels by transforming into exciting vehicles through each stage of play.



## TERMINATOR

VIRGIN

Virgin has added new levels to the 16-Bit action hit along with 12 minutes of digitized footage from the blockbuster movie. A good example of video games meeting multi-media.



# CHOOSE YOUR WEAPONS.

You've never seen 2-player shoot-'em-up action like this! An alien war force is threatening the human race. Our scientists have developed the ultimate weapon: Strike Gunner! Equipped with an awesome arsenal of offensive and defensive devices, only two could be built—but these two can combine into one superfighter of astonishing power!



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Available at Toys 'R Us, Sears, Electronics Boutique, The Wiz, Software Etc., Wadden Software and other retailers nationwide.



Q\*Bert 3 for the 16-bit Super NES system takes the classic Q\*Bert arcade game theme to new heights, with an amazing variety of eye-popping, multi-screen worlds. Along with the old familiar cast of characters, Q\*Bert 3 introduces a whole universe of new enemies, obstacles and items.

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GENESIS

## SLIME WORLD

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IT'S UP TO US TO FIGHT  
WITH THOSE OVERGROWN  
BUBBLES O' DOODIE GOUCE  
AND FOR ALL."

"HEH MAN IF WE CAN'T  
STOP THESE SLIMESTERS  
FROM ASSEMBLING THAT  
SLIME MACHINE IN TIME  
THE WHOLE  
EARTH'S GONNA  
BE A TOTAL  
SLIMESTER!"

"MY CREATION IS  
ALMOST COMPLETE.  
WITH THIS MACHINE  
NOT EVEN THE  
GLOBAL GLADIATORS  
CAN STOP ME FROM  
SLIMING THE  
ENTIRE WORLD!"

"THERE IT  
IS, PUPE!"

"WATCH  
OUT!"

"GLIMPSES  
WHITE?!"

"GET IT!"

"GENIE SLIME,  
THAT WAS A LITTLE  
TOO CLOSE!"

"UH-OH!"

TO BE CONTINUED...





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SEE MICK AND MACK SPRING DANCE AND SLASH THROUGH OVER 100 BOSS CHARACTER ANIMATIONS YOU'VE NEVER SEEN BEFORE! ALSO, MUCK AND MACK GET HYPER-GLITCHING AND GO GET A GLOBAL PATRIOTIC BATTLE TO TAKE ON THE WORLD!

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DOODGE THE ENRAGED RED SHARKY AIBARIVA IN THE DEEP DARK MYSTICAL FORESTS!

GOTTA BE NICE TO PUT LITTLE IN ITS PLACE ON TOWN!

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CIRCLE #115 ON READER SERVICE CARD.

# LEADING EDGE

## GOLDEN AXE 3: The Revenge of Death Adder

The long-awaited sequel to Sega's Golden Axe has finally arrived! Golden Axe: The Revenge of Death Adder is on its way to becoming one of the most talked about action coin-ops of the year.

Incorporating Sega's latest 32-Bit graphics, Golden Axe looks and plays



like nothing you've ever seen before.

Pick from four characters, or play with up to three other gamers for a no-holds-barred barbarian slash-fest! **Awesome!** Slice a path of vengeance with The Revenge of Death Adder! Your world may never be the same!



Watch out for these cannibals. If you're not careful they'll eat you for lunch!



Richly textured 32-Bit graphics make Golden Axe an exciting coin-muncher.

### HOW IT RATES

*To say that Golden Axe: The Revenge of Death Adder is graphically intense would be a gross understatement. Sega's new 32-Bit hardware system does a stellar job! Quite simply, one must see it to believe it!*

*The game plays very well with enough enemies and hidden booby-traps to keep you on your toes. In addition, the four-player option makes a great game even better! The selection of characters is wide, ranging from a centaur to a pitchfork-wielding elf.*

*All in all, a great follow-up to a classic arcade series!*

Overall: **8**

# AAMA

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# STREET FIGHTER II TURBO CHAMPIONSHIP EDITION



Chun-Li can throw a fireball in the new Street Fighter II Turbo Championship Edition! This is not an illegal "pirate board," but an officially licensed Capcom product.

Capcom has told EGM about a new upgrade kit for existing Street Fighter II Championship Edition machines. Known as the Turbo ROM Upgrade Kit, this software enhancer will significantly change the game play of the Street Fighter II characters. This is no joke!

Each character will be able to execute moves much more quickly than before! Also, the talents of all twelve fighters have been refined and equalized. Now, no character will have an unfair advantage over another! In addition to all of this, each character will have new special moves! Chun-Li now has a fireball! Whoa! The kit should hit the arcades in late 1992. Keep your eye out for more on this EGM exclusive!

# DOGYUUN



This mammoth boss is a pushover after a little practice!

Here's one for all you diehard shooter fans. The name is Dogyuun, and it is one very intense game. Attempt to annihilate the invading bio-mechanical forces, while returning home alive and in one piece.

There are many weapons to



The different weapons increase your powers of destruction.

help you along the way, like a particularly nasty homing beam which will vaporize just about anything!



For great graphics and gameplay check out Dogyuun by Toaplan!



Things tend to get increasingly complicated with two players!

***Turn on the power.***



# Now You Can Hook Up To Your Sega™



**F**or the first time ever, Teenage Mutant Ninja Turtles™-The Hyperstone Heist™ from Konami® plunges the Turtles headlong into the shell-shocking world of Sega™ Genesis™. Dare to take this all new adventure on solo or double dare to duke it out with a partner and you're in for a ninjitsu jolt of action that'll leave you green! Will all this awesome power go to our heroes' heads? The quick-kicking quartet is on the hot seat again thanks to that mondo master of mayhem Shredder, and this could be Sayonara, dudes. Shredder stole the Hyperstone, a gem with the power to shrink New York City. Now catch that totally bogus bully before he makes **KONAMI®** the whole world small. Uncool!



# The Turtles Genesis™



You've got all four majorly hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and Raphael's Vacuum Slice really cleans up.

Raphael's Vacuum Slice really cleans up.

Experience most excellent 3-D effects in a geek fest that never lets up through 5 mondo body-slamming levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.



Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.

Make it through all this nina nastiness and Shredder will curse the Cowabunga battle cry.



But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!

**Konami Game Hint and Tip Line:  
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We promise cheap. Minus machine prices or before calling. Stock low prices required.



# STAR WARS PINBALL



Warm up those flipper fingers for the ultimate pinball challenge! Star Wars Pinball by Data East will blow you away with its awesome mix of live action and video.

Try to keep your mind on the contest as you are bombarded with incredible stereo music tracks sampled from Star Wars<sup>®</sup>, The Empire Strikes Back<sup>®</sup> and Return of the Jedi<sup>®</sup>. There are even voices from the Star Wars Trilogy including the evil Darth Vader and the droid R2D2!

The game play is fast and furious, alternating between pinball and video action. Use the shifter handle on the right side to control your journey through space. During the video mode, like the Speeder Bike sequence, use the shifter to avoid the trees for big time points!

The video sequences are handled by a surprisingly clear, full-view dot matrix display. You will be absolutely astonished during the Hyper Space scenes!

Smash at the up/down target on the springing Death Star to initiate the multi-ball option. Blast Jabba's Bounty feature for any one of over 10 special items like the Advance Multiplier or the Bonus Hold, each of which give you mega-points. Hit the moving R2D2 and you receive an ultra-bonus worth more points than you can shake a light saber at! Too cool!

You will be amazed as the legendary Star Wars saga unfolds before your very eyes! So, if you crave a great mix of live pinball action with the visual impact of a video game, check out Star Wars Pinball by Data East, coming this month to arcades everywhere! May the Force be with you!

# SHOGUN WARRIORS BUSTER

If you would like to try your hand at a new fighting game, grab some quarters and play Shogun Warriors Buster by Kaneko.

Pick your fighter from a pool of eight powerful, unique Japanese characters like Kabuki, Kappa the birdman, Shogun or Geisha. Each of these characters possesses a highly unusual set of special powers. For



Kappa is the ancient birdman who enjoys beating his adversaries into submission!

example, Kabuki can call forth an energy net which quickly drains the power from an adversary.

The game features a two player interactive mode so you can beat up your friends as well as the computer! Don't be too cocky, however, because Shogun Warriors Buster demands a great deal of technique in order to be a champion fighter.

Multiple joystick movements are required for all of the special moves!

The sounds, graphics and overall playability are top-notch! The 8-way joysticks offer excellent playing response as do the numerous buttons. As for the fun factor, this coin-op will have you begging for mercy! For an intense and challenging fighting game, take a swing at Shogun Warriors Buster by Kaneko.



Choose your fighter from a complete roster of popular Japanese characters.



The special attacks may take time and effort to learn but they are well worth it!



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SOFT**



# Believe it or not,

*An interview with  
Scott Bayless, CD developer at Sega.*

## the brains behind Sega CD™

### What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

## don't wear pocket-

### So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you

## protectors or glasses

### What do you mean "interact"?

For example, there's a game called "Night Trap,"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

## held together with tape.

### Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are

## (Those guys work for our competitors.)



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M E T O T  
H E N E X  
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## Where to find

Adrays  
Babbage's  
Best  
Best Buy - Select Locations  
Boscov's

Caldor  
Captron/G & G  
Circuit World  
Circuit City - Select Locations  
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FAO Schwarz  
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The Good Guys!  
J&R Music World

# Sega CD. <sup>TM</sup>

K & K Toy Stores  
Kay Bee Toy Stores  
Lionel Kiddie City  
Macy's - Select Locations  
Meijer  
Montgomery Ward -  
Select Locations

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Play Co.  
Saturday Matinee  
Stern's

SCARS - Select Locations  
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**SEGA**<sup>TM</sup>

# LETHAL ENFORCERS

Take control of crime with Konami's Lethal Enforcers. You are the toughest of the big city detectives out to test your mettle against some of the world's most dangerous criminals.

Featuring fully digitized graphics, Lethal Enforcers takes you to the scene of a bank robbery, a hijacking,



Trash heavily armored choppers at the chemical plant. Watch out for explosions!



Bust a drug deal at the docks. Shoot your way out, but don't hit any civilians.

a Chinatown shootout with some nasty Ninjas and a suspected drug deal at the city's shipyard.

Play alone or with a partner as you neutralize crime. The digitized graphics are so realistic, they will have you running for cover! Wait until you aim your guns at the night scenes!

In between stages, you are off to the shooting range to improve your marksmanship. Your score determines your rank, patrolman, detective, sergeant, lieutenant, captain or commander.

Each stage includes several scenes with lots of hidden surprises! Get lethal with Konami's Lethal Enforcers and take a shot at crime!



# SPACE LORDS



You will encounter a variety of alien vessels, each with different abilities.

Launch into the unknown with Atari's Space Lords. This shooter offers incredible 3-D graphics which make asteroids and enemy ships jump right out at you!

You can either fly alone or add a co-pilot to help out. In addition, two games can be linked for eight-player space warfare!

When you destroy an enemy ship, you can feast on its remains before returning to battle! The "Ship Modification" screen lets you custom-build your ship with six different options such as variable laser power and force fields.

Rocket into the void with Space Lords by Atari and get ready for some exciting 3-D gaming!



Enemy ship approaching! Aim, fire, and destroy it with your special weapons!

# THE GAME DOCTOR

## Q&As from the Video Game Universe

**Q:** You lost all credibility with your answer to James Mohr in the October issue of *EGM*. He asked why the Sega CD doesn't have "advanced resolution, more colors, more on-screen colors and more sprites" since it has scaling, zoom and rotation. Your answer about budget limitations is nonsense.

Al Nilsen, Sega's director of marketing, has told those interested in the CD player: Sega decided not to improve existing Genesis resolution, colors, sprites and the like, as that would split the market with two versions of cartridge games - one using features of the original Genesis and one for the advanced features of the CD player. Instead, Sega added hardware features (i.e., scaling, rotation, zoom) that can be utilized only on CD games.

**Renwick Thompson Jr.**  
San Diego, CA

**A:** No offense to Al, but it is his job to put the best possible face on

Sega's corporate decisions. Although his answer makes some sense on the surface, I'll always demand more from my games and game hardware.

But let's look at it logically. You refer to features such as scaling and rotation as "hardware" based. If higher resolution, additional colors and more sprites didn't take up precious memory, then you'd always add them to the software. They are, of course, also hardware features. What would be the point of programming the Genesis ROM carts and the Mega CD the same? We're dealing with different media. Why not add as many features as possible, plus upgrade existing capabilities?

The answer is the same as it was in the October issue: budget considerations. There's a price war going on right now. The goal of getting projects in under budget is a BIG consideration.

## LETTER OF THE MONTH

**Q:** I've been enjoying a game called *King of the Monsters* by Capcom, dated 1991. I can't locate a system that plays it. Is this game ever going to be released for home play?

**Carol Valanzuolo**  
Orange, CT

**A:** *King of the Monsters* is available for the SNES from Takara and *King of the Monsters 2* has been produced by SNK for its NeoGeo.

Both versions are impressive, with gamers cast as movie monsters consuming major cities.

**Q:** Once HDTV is introduced, will the game systems be compatible or will the companies need to build new machines?

Also, do you think video games will be made to fit HDTV's 16:9 aspect ratio?

**Shawn G. Tucker**  
Millstadt, IL

**A:** Great question, Shawn. Unfortunately, I don't have a great answer for you.

No format has yet been approved by the FCC for High Definition TV (HDTV) in the United States, and none is immediately forthcoming.

The Doc has seen some great HDTV systems, but until a broadcast standard is in place, video game manufacturers would only be guessing as to the eventual format, and that's a much too expensive gamble.

Actually, the 16:9 aspect ratio you refer to is not considered to be HDTV. According to the folks at Video Digest (the official publication of the Video Retailers Association), we may never see full HDTV in this country, since it would require such an extensive overhaul and conversion of existing technology.

Instead, innovations such as digital TV and the improved 16:9 systems you mention will be fully compatible with existing TV (and, by extension, video game) technology.

The 16:9 sets, for example, convert letterboxed laserdiscs to full-screen format. In fact, this is the format used by companies such as Sharp, Thompson and Toshiba to display their video wares at trade shows.

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Match your strength against the writhing frenzy of the powerful Blue Marlin.

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# A Little Bit Better...?

**Q:** I hope you can help me understand about the amount of memory in a game. Some games have dazzling sound and graphics and only use four meg, while others use eight meg with less spectacular results. I've long wondered how incredible Neo•Geo games must be, since they can use 60 meg in a game. Then EGM showed 2020 Super Baseball for the SNES in the October issue and the pictures are very similar to the Neo•Geo version. With ten times more memory, how come the Neo•Geo doesn't look better?

**Tom Hammell  
East Lyme, CT**

**A:** Actually, Tom, the Neo•Geo can run games comprising over 300 megabits. As to why its games are not hundreds of times "better" than other 16-bit systems, let's look at an analogous scenario. One person is given \$10 and another is handed \$300. Both have the same mission: acquire the best possible hot dog they can find. Well now, the fellow with only ten bucks is going to spend his money very carefully, considering each penny and how it is spent, whereas the dude with three hundred bills is likely to be more lav-

ish, perhaps traveling around the country, eating at expensive restaurants, and using only the rarest condiments. When all is said and done, however, the guy with only \$10 is just as likely to turn up a tasty frankfurter as his richer counterpart. After all, hot dogs are not that expensive and all the money in the world is unlikely to significantly enrich the experience of consuming one.

It's kind of like that with the Neo•Geo. While Sega has spent years fine tuning its sophisticated data compression technology and Nintendo not only squeezes its program as small as it can, but once it's finished, each game then goes to an outside company for purposes of further diminution. Neo•Geo developers don't have to consider space limitations.

Instead, Neo•Geo games are produced without regard to compressing code; in fact, lavish use of memory is actually a priority since the size of its cartridges is one of SNK's major selling points.

Two of the most notorious memory spendthrifts are large sprites and digitized sound. While game logic takes up little space, sound and graphics consume memory the way Wimpy devours hamburgers.

**Q&A Quickies:** Several readers, including Kóns Skembos of Fort Wayne, IN, have asked about a source for old video games other than Frank Polonsky, whom I've mentioned in several Game Doctor columns. With the apparent disappearance of Pleasant Valley Video, the Doc is not aware of any national, mail order source for old games. There are, however, individual stores scattered around the country that traffic in antique electronic games, including a great place near Irvine, CA that reportedly offers a fantastic selection of old software. I am even now attempting to contact this store in order to see if they do business by mail, so stay tuned for more info on this subject... Also, R.T. Byrd of Shreveport, LA, kindly took the time to write and tell us that Game-Busters is apparently out of business. R.T. says he ordered something from them in June and had his check returned a month later. In addition, their 800 line is no longer running...

And that about wraps things up for this installment of The Game Doctor. Remember to send your questions, comments and criticisms to:

**The Game Doctor (EGM)  
330 S Decatur  
Suite 152  
Las Vegas, NV  
89107**

# Sales by the Numbers

**Q:** A few of my friends and I are going to put your video game knowledge to a test. We would like to know the number of Sega Genesis, SNES and TurboGrafx-16s that have been sold in the United States and Canada.

**Joe Starr  
Sydney, Nova Scotia**

**A:** As you probably know, Joe, the video game manufacturers are

not rushing to proclaim their relative sales in the 16-bit marketplace, though there will almost certainly be numbers available after the Winter CES. None of the 16-bit systems are selling at anywhere near the pace of the previous generation of video games.

After a poll of industry sources, however, the following offers a broad consensus on North American sales: The SNES has probably

sold between three and four million units, the Genesis over two million, and the vancous Turbo systems under a million.

In Japan, the Super Famicom (SNES) has now established a comfortable lead over the Mega Drive (Genesis). And, though there are quite a few PC Engines (TG-16s) in circulation worldwide, current figures indicate that sales for that system have peaked



# THESE GUYS MEAN BUSINESS...



## AMERICAN GLADIATORS



Two years ago the American Gladiators bottled their way to the top of the television ratings charts and have been playing King Of The Hill ever since. Based on a unique concept where skilled contenders, chosen from rigorous tryouts, get a chance to compete against the American Gladiators for cash, prizes and fame.

Now GameTek adds to the phenomenon by giving NES players a chance to try their hand at doing battle with the weekend warriors in events including The Joust, Assault, Powerball, The Wall, Human Cannonball, and The Eliminator. Don't miss out on being part of America's most talked about weekend series.

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# 16 BIT SNES

# THE CULTURE BRAIN NEWSLETTER, FEATU

Big Capacity with 12 Meg 16Bit  
104 dots x 50 dots character!  
Wow, they're huge! There are more than 150  
techniques to choose from. Up to 8 people can participate.  
Mastering the Super Defense System!



FROM ACTION MANIA  
**FOR 2 G**



## SUPER NINJA BOY

**FUN.FUN.FUN!!**

A powerful life is over! Chirodax was suddenly thrown into a storm after the Universal Forces Conference was over. The Emperor's concerns kept growing until he decided to go out and settle the problem. You alone have met during their expedition near Chirodax, Masterboy! Tempest and Raptor land. The more they advanced, the more supernatural it became. When they found out more is descending just. There are loads of exciting action, cool skills, next-vehicle, great effects, and more, skills and lots. They are all yours to blow others out of the way of the once powerful Chirodax!



COMING  
SOON!

# ING GAMES FOR SUPER NES™ AND GAME BOY® !!



**KID'S LOVERS GAMES**

# ULTIMATE FIGHTER

## FIGHTER

### 2in1 FLYING WARRIORS.



FOR ALL GAME PLAYERS FROM BEGINNERS TO EXPERTS!

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OPERATION MODES ARE AVAILABLE

**THIS GAME HAS FOUR MODES IN IT. IT'S ALMOST LIKE TWO GAMES IN ONE CARTRIDGE!**

ONLY ONE GAME HAS TO BE BOUGHT TO GET BOTH MODES IN IT. YOU CAN PLAY BOTH!

**1** GREAT FIGHTING ACTION, SUPER MOVES, AND A VARIETY OF STAGES AND WEAPONS MAKE THIS A GREAT FIGHTING GAME. AVAILABLE FOR THE SUPER NES AND GAME BOY. AVAILABLE FOR THE SUPER NES AND GAME BOY. AVAILABLE FOR THE SUPER NES AND GAME BOY.

**2** THE FIGHTING GAME HAS A GREAT STORY FOR THE ULTIMATE FIGHTER.

**3** THE FIGHTING GAME HAS A GREAT STORY FOR THE ULTIMATE FIGHTER.

**STORY MODE HAS A POWERFUL STORY TOO!**

A GREAT STORY THAT IS FULL OF ACTION AND ADVENTURE. THE STORY IS FULL OF ACTION AND ADVENTURE. THE STORY IS FULL OF ACTION AND ADVENTURE.

**4** THE STORY IS FULL OF ACTION AND ADVENTURE.

**5** THE STORY IS FULL OF ACTION AND ADVENTURE.

**MULTIPLE BRAWN'S ULTIMATE FIGHTER 2 SUPER MODE, BOTH FIGHTING MODES ARE AVAILABLE FOR THE SUPER NES AND GAME BOY. AVAILABLE FOR THE SUPER NES AND GAME BOY. AVAILABLE FOR THE SUPER NES AND GAME BOY.**



### WHAT IS THE NEW HIRYO NO KEN SYSTEM?

THIS GAME HAS FOUR DIFFERENT MODES. YOU CAN ENJOY FIGHTING AT LEVELS AND ARE NOT REQUIRED TO COMPLETING LEVELS. YOU CAN ENJOY FIGHTING AT LEVELS AND ARE NOT REQUIRED TO COMPLETING LEVELS.

### NEW HIRYO NO KEN SYSTEM



**E**XPERT MODE  
HIRYO NO KEN SYSTEM HAS BEEN REFINED AMAZINGLY.

**F**IGHTING MODE  
YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

**A**NIMATION MODE  
STORY MODE IS MUCH MORE FUN AND INTERESTING!



## FIGHTING SIMULATOR

### 2in1 FLYING WARRIORS

**2 GAMES IN 1!**



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Are these really for Game Boy® 1?!

## NINJA BOY



THE NINJA BOY WITH SUPER MOVES IN THE "NINJA BOY" MODE. THE NINJA BOY WITH SUPER MOVES IN THE "NINJA BOY" MODE.

CIRCLE #151 ON READER SERVICE CARD

# INTERNATIONAL OUTLOOK

## INTERNATIONAL NEWS

By Terry Aki

Hello to each and every international game freak out there in EGM Land! Terry Aki here, ready with all the news from the Land of the Rising Sun and beyond. It has been a busy month, with plenty of news pouring out of the far east that's sure to touch all corners of the video game world!

Before we put our finger on the pulse of the international scene, I'd like to announce a special interview with the designers of Sega's upcoming fantasy epic, *Phantasy Star 4*, in the next issue of EGM! You'll get the complete scoop on the new story, new characters and new challenges that I told you about last issue. It's a great game that is sure to blow away all three previous games combined!

The game shops did some big business in October, with some surprises filtering into the top ten! Not surprisingly, however, *Dragon Quest 5* exploded into stores just as experts had predicted!



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KONAMI OF JAPAN

## GRADIUS II

PC SUPER CD-ROM

CD

CD-ROM

A few years back, we American game players were playing *Life Force* while the Japanese received the real *Gradius II* for their Famicom's. While *Life Force* wasn't a bad game, *Gradius II* blew the gaming public away and even rivaled some of the 16-bit titles that were available!

Thanks to Konami, *Gradius II* is now making another appearance in the Japanese market, but this time on the fantastic, new PC Engine Super CD-ROM!

All the levels from the Famicom classic have been left intact but more attention to detail, especially in the backdrops, has been given high priority along with the CD soundtrack.

Purchase power-ups in the familiar *Gradius* style and face the huge boss invaders! The animation is nearly flawless and the movement is blistering! Each boss has a unique weak point that you must attack to succeed.

Unfortunately, this may just be another story of the Japanese getting this hot shooter. Keep your fingers crossed, just in case!



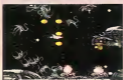
The Stage One Boss is a firebird that spews flames from its mouth.



To attack Stage Two Boss, fire at its opened eye while dodging the arms.



On the way to the second Boss, these pods sprout arms that attack swiftly.



# POWER MOVES



## Move over masters, a new champion is kicking in.

This exciting action adventure game recreates the fury and explosiveness of international boxing. In this game, they take no prisoners. It is a fight for life and the championship in a ten series match. Set against international backdrops players pit themselves against ten of the most deadly Masters of the Martial Arts. Each master brings to the fight their own special weapons and fighting techniques. Players kick, punch and jump their way to victory. This exciting video battle features dimensional screens, high quality graphics, special sound and video effects and challenging game play. Enemy masters can be designed for special attacking action. Weather and seasons change during the course of the game action.

Make your move to power with one of the hottest games yet, **"POWER MOVES"**



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*"The action is furious as players kick, jump and punch to victory."*



*"The crowd roars as the Victory sign is flashed."*



*"Special sound, video effects and 3-D screens add to realism."*



*"Weather and seasons change during game play."*

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# INTERNATIONAL NEWS

## DRAGON QUEST 5 GIVES STREET FIGHTER 2 A KNOCKOUT PUNCH...

The minute the game starting showing up in camera shops and other game outlets, crowds formed and lines grew long. No deposits for this baby, the only way to buy into the first 16-Bit DQ was with cold hard yen!

Also eclipsing Street Fighter 2 in many polls was the solid Nintendo driver, Super Mario Kart. No argument from Mr. Aki, mind you, this is a great game with plenty of depth and incredible play technique.



The number one game in Japan is Dragon Quest 5 from Enix!



Super Mario Kart has also secured a position in the Japanese top ten!

Other hot softs with solid street buzz include the recently released version of Super Mario Bros. 2, called Super Mario USA. Regular readers will remember that our Super Mario 2 was quite different from the game Japanese played (the U.S. version is based on an old title that featured a family of

## WOLF TEAM OF JAPAN ROAD BLASTER FX

MEGA CD-ROM

CD

CD-ROM

In Japan, the Mega CD may have been lacking in quality titles but Road Blaster FX still proves that the CD is here to stay!

Thunder Storm FX is the basis for Road Blaster FX. The game is linear in the sense that the car continues to travel on its own path until you are given the option to change it. While this may deter hard-core racing fans, the effect is barely noticeable and doesn't hinder an otherwise great game.

The graphics are cartoon-like and the music that accompanies the driving is appropriate.

Your basic objective is to pass the checkpoints and finish line while bashing your opponents off the rocky cliffs. Road hazards are a challenging threat that add to the pleasure of Road Blaster FX!



My, what a tight situation! Check the rearview mirror for a helpful clue.



The arrows are an indicator to inform you a lum is rapidly approaching.



Since no one appreciates a hitchhiker, slam on the brakes to send him flying.



Don't just blare the horn! Ram the crazy driver straight into the wall.

## MEDIA RINGS CORP. OF JAPAN ZERO 4 CHAMP II

PC SUPER CD-ROM

CD

CD-ROM

Get behind the wheels of the fastest sports cars around! The fast paced racing takes place primarily in first person perspective, but various events change to an overhead view as well!

The Super CD-ROM is really put to good use in this title!



The overhead slalom is a fierce race to the finish! Only the winner succeeds.

You can feel the shove in your back when the turbocharger kicks in!



Nintendo

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## MEGA MAN III



# Now Mega Man must Really save the Earth.

What in the world is Dr. Wily up to now? He's drilling through the earth's crust to tap its energy and create his most powerful robot of all. And eight of his most famous robots are back in commission. The danger comes in waves for you and Rush on the way to Wily's underwater headquarters. Do you have what it takes to send Wily to an oily end?

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It's not the  
Robotron 1 on the Flash  
over here.



That's not Mega Man  
on the Flash either, it's  
the Flash.

CAPCOM®

# INTERNATIONAL NEWS

oppressed Arabs out to stop a ruthless tyrant. Although the game got little more than a face over for American audiences, the Japanese were never able to see the game with Mario as the star.

## STREET FIGHTER 2 - FOR 8-BIT NINTENDO?

Sources in Hong Kong have told Terry Aki that such a thing does exist. The game, obviously created without the approval of Capcom, is being peddled for the 8-Bit Famicom for around forty bucks. Inspired by the hit arcade game, the new



Street Fighter 2 makes its way (illegally) to the 8-Bit Nintendo!

version is called Master Fighter and it attempts to duplicate the look and feel of the original game.

Master Fighter features four of the Street Fighter 2 characters. They include Ryu, Gouken, Chun Li, and Zangief. Most of the special moves are also reported to be in the 8-Bit game, including the fireball attack of Ryu and Chun Li's spin kick. Will this game ever find its way to America. I'd say the chances are close to nil, considering Capcom doesn't endorse the game in the first place. It might be cool to see a different version of Street Fighter 2, but it's also an illegal and unfair infringement of the real designers' ideas.

## WOLF TEAM OF JAPAN

# ANNET AGAIN

MEGA CD-ROM

CD

CD-ROM

The storm rises once again in Annet Again, the sequel to the popular El Viento series.

After being defeated by Annet in the first episode, Hastur returns to wreak havoc on the free world. His evil organization is bent on sacrifices and the cult.

Annet has continued with her studies and her magical abilities are even more powerful than in her first encounter.

This time, the fighting will not take place in New York, but right in Hastur's own front yard. His castle is filled with plenty of trickery to snag Annet before she can reach Hastur and put an end to his uprooting of evil!

Featuring lengthy cinemas, this CD also stars Ernest Evans. This CD title is the one to watch!



The graphics employ a pseudo-3-D effect highlighted with great looks!



The side-scrolling action sequences take advantage of many CD options.



Will our hero have what it takes to finally put an end to Hastur's plans?



Ernest Evans plays a special role in this incredible CD action entry.

## MISAWA ENTERTAINMENT OF JAPAN

# CHRISTOPHER COLUMBUS

SUPER FAMICOM

UKN. MEG

CARTRIDGE

In the year of 1492... you know the song! This new shooter from Misawa is based on the well-known historical figure.

Pilot Christopher in his ship as he travels on water and in the skies to free people and restore peace. While we know Columbus didn't do this, it still makes for an exciting shooter!

You will face bizarre creatures while searching for gold. This is a wild game, indeed!



You will square off with some odd airborne enemies during the battle in the clouds!



Blast the attackers off this wooly mammoth's back as you progress.



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You won't even think about stopping once you start playing Interplay's five newest games.

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# INTERNATIONAL NEWS

## HUDSON ENTERS HARD - PUSHES NEW TECH A BIT

While I'm writing this column, Hudson has sent word that they will re-enter the next-generation video game hardware sweepstakes with their new 32-Bit mega-machine that was shown in preliminary form several issues back. According to my sources, Hudson will be breaking the news next week (October 26) at a special press conference in Sapporo.

Sources inside the company have said that a major amount of attention will be placed on the new hardware as an upgrade to the company's existing PC Engine line (which is now over five years old). Although the CD-ROM unit and subsequent software enhancements have kept interest in the PC Engine high on these shores, the company wants to make the move to 32-Bit as opposed to introducing a 4.0 Super System card.



The technology behind the new Hudson 32-Bit game hardware...



...and the enhanced options that it displays! Check out the morphing!

## NCS OF JAPAN

# RANMA 1/2

SUPER FAMICOM

12 MEG

CARTRIDGE

While we showed this 12 Meg masterpiece back in the August '92 issue, much more of it has been completed and we feel it deserves a bit more coverage.

As you can see by the picture on the right, two players can play the same character with different color options.

Also, the backgrounds are scenes straight from the series and range from the streets of Japan to local supermarkets.

There is plenty of technique and challenge to Ranma 1/2!



Akane can do a flying uppercut to knock opponents out of the air!



Now two players can choose to fight each other with the same character.



Shampoo is a worthy fighter and is a master of serial fighting techniques.



Genma and Moose are two of the kookiest fighters you will face.

## TELENET OF JAPAN

# COSMIC FANTASY 3

PC SUPER CD-ROM

CD

CD-ROM

The adventures of Van and the Cosmic Hunters returns, but this time it is going to be on Super CD! Venture through space and solve a gigantic mystery that will keep anyone's attention for quite some time!

All of the original cast is present, from Pico to his father Niyam to Van and Babette, even Cobra and his clan! Stay tuned for more info on this sure-to-be super RPG of the year!



Niyam is plotting his spacecraft toward Isee. No doubt he'll end up in trouble again.

Rei is confronting the jailguard and will probably engage in a fierce battle.



**SUPER NINTENDO**



# We ripped-off a perfectly good idea.

**TRUE ARCADE ACTION** You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long coin. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades—state of the art effects designed specifically for today's most radical games. No wonder we call it the...

## **SUPER ADVANTAGE**

**OVERSIZED JOYSTICK**  
3 way directional control provides true arcade action.

**VARIABLE SPEED SLOW MOTION**  
Slow down the entire game when things get out of control.

**TURBO SPEED**  
A fully adjustable turbo-control system (up to 20 shots per second).

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# INTERNATIONAL NEWS

## AND NOW FOR SOMETHING COMPLETELY DIFFERENT: FIGHTING STREET 2...

The system-wide race for Street Fighter 2 has been on almost since the game made its debut over a year ago! The big guns behind the hardware are each aiming for their own versions of the hottest video game hit in recent history. Although Capcom denies that work is being done for the Sega platform, news has leaked out that an incredible 2D-Meg translation of the game will be produced for the PC



The original Street Fighter game cast you in the role of Ryu!

Engine! Well, sort of.

If you remember, the original Street Fighter game appeared on the PC Engine and Turbo as an early CD effort called Fighting Street. Sources close to the production have indicated that the PC Engine adaptation of Street Fighter 2 will be called, you guessed it, Fighting Street 2! Hudson has indicated that this game will represent the last big push for the existing system specifications.

The beefed-up game is still in development, but should appear in the early part of '93. The extra memory will be used to animate the game even better than the Super NES version! What a present!

## RIVERHILL SOFT OF JAPAN GUNBUSTER Vol. 1

PC SUPER CD-ROM

CD

CD-ROM

The popular animation series comes to life on the Super CD-ROM! Join Noriko Takaya as she seeks to become the best mech pilot in the academy.

GunBuster Vol. 1 is represented in a 'menu' format that lets the story unfold depending on the choices you make.

Amano helps Noriko in many tough spots and helps her to become the best that she can be!

The cinemas are straight from the series and the voices are remarkable. Become the best mech pilot and help to stop the impending alien onslaught.



Noriko's father was a famous war hero whose death was a tragedy to all.



Amano and Noriko will teach you all you need to know about warfare.



In this screen, you can learn all about the current students, like Amano.



Amano is in her RX Trainer learning the skills to pilot the GunBuster.

## VIDEO SYSTEMS OF JAPAN SUPER VOLLEYBALL

SUPER FAMICOM

8 MEG

CARTRIDGE

This Super Famicom version of the classic game of volleyball presents the player with a whole new look and feel!

Set in a futuristic era, Super Volleyball features players clad in cybernetic armor to protect them from this new form of combat volleyball.

Play in hyper mode where the brunt attack of your opponents can send you flying. This game is not for the weak at heart!



Incredible leaps with super spikes are enough to pierce your opponents.

Two fierce teams are ready to square off in the netted combat ring.





IF ONLY  
I COULD  
SKATE  
SLAM  
RAGE  
JAM  
THRASH  
SCAM  
AND  
SCORE



LIKE I DO  
WITH THE  
ASCII PAD SG,  
THAT'D BE  
KILLER!

Whoever said, "life is unfair" must have gotten their butt kicked by the new ASCII Pad SG.

Here's why: it's got **TURBO FIRE** (up to 24 shots per second), hands-free **AUTO-TURBO** and **SLOW-MOTION CONTROL**. Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The ASCII Pad SG. There's nothing fair about it.

NEW from **ASCIIWARE** for **SEGA GENESIS • SEGA CD**



IT'S HOW TO WIN.

# INTERNATIONAL NEWS

## THE LEGEND OF PLANET MEGA...

Sega plans to give itself an all-new face in the Japanese market by introducing a variety of events under the Sega World title. This special amusement center will invite game players to sample a wide variety of Sega coin-op and consumer video games. It will also include other interactive media and hopefully cast a bright light on the Sega brand name. With Namco already operating an amusement center and Nintendo hinting at the same, it's not surprising that the big 'S' would want to get into the same game.



An artist's rendition of Sega World. Are entertainment parks the future?

## TENGEN LINKS UP FOR GRUNTLET...

Following up on reports of multi-player peripherals in the last issue of International Outlook, the good folks at Tengen Japan have cloned the one and only Terry Aki in on a similar splinter for the Mega Drive-Genesis! The four controller add-on is going to actually get tested on Tengen's own Gauntlet. Although it's sure to be a cool addition to Sega's 16-Bit'er, Gauntlet is sort of an old game in my opinion. Actually, it's not just my opinion - it really is old!

## KONAMI OF JAPAN

# SNATCHER

PC SUPER CD-ROM

CD

CD-ROM

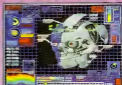
Konami's first Super CD game is a mystery unlike anything conceived before it!

Gillian Seed has been placed in charge of searching for the awful killing machine, Snatcher! This robot conceals itself by 'snatching' humans, stripping them of their skin, and wearing this skin to lure its next victim!

As gruesome as it sounds, the game is an awesome concept that blends role play and action into one. Cinemas show various parts of the story as you progress. Snatcher is already receiving excellent reviews in Japan!



Straight out of the opening sequence, the city seems all too quiet...



This computer generated image of the Snatcher displays its deadliness.



The police force are helpless against the swift killings of the Snatcher.



The deadly Snatcher unit without its collection of human victims' skin on.

## VIDEO SYSTEMS OF JAPAN

# F-1 GRAND PRIX 2

SUPER FAMICOM

12 MEG

CARTRIDGE

This racing title was a strong seller in the Japanese market and now the sequel promises even hotter racing action!

The team organization and the mission courses are the same as the real series of races. Some new elements include a race with three loops!

The feel of speed as the objects rush past you has to be fully experienced! Race fans shouldn't miss this one one!



The overhead view offers a panoramic view of the course and the other cars.

Barrelling through the straights to cross the checkered flag is quite a rush!



# SNAKES, RATS, POISON AND DANGER. IT'S LIKE EATING IN THE CAFETERIA.


## INDIANA JONES and the LAST CRUSADE™



From the caves of Uruk to the deserts of Arabia...  
You're holy on a quest for the Holy Grail.



The restaurants are a danger  
on plates, skulls, bones, fery  
rats and the constant threat  
of death.




Navigate the caves, find all the exits and  
find the Cross of Genoa.



Storm Castle Beznovitz, but  
don't stop. It's a long and  
dangerous fall you won't live  
to tell about.



You don't have time to pet the animals on  
the Cross of Genoa.



You're fast, but are you clever? Solve three  
puzzles of the Great Temple or it's goodbye Jones Sr.

Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it... Your father and the world are doomed. This game is only recommended for those up to the challenge.



Available for Sega® Genesis® and Game Gear®

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**U.S. GOLD**

CIRCLE #168 ON READER SERVICE CARD

# INTERNATIONAL NEWS

## NEW SOFT NEWS...

Not to be outdone by Dan-O's quite cool-as-usual international coverage, I've dug deep to uncover some top-secret news of potentially hot cars.

Get ready for Konami to go back to basics with a new Gradius adventure for the PC Engine! Curiously called Gradius 2 (are we surprised?), the game will be packed with new weapons and levels according to programmers close to the project.

Bandai will launch a follow-up to its Ultraman fighting game called (now I know you'll be surprised!) Ultraman 7! Can't tell you how it will play, but the Super Famicom cart should appear next year.

Tapping into the other side of the planet, the Genesis will get Out of this World 2! The English import should reach these shores during the first quarter of '93. If it's anywhere near as good as the Super NES title, we'll all be in for a treat!



Look for a follow-up to the amazing Out of this World for the Genesis!



The original Ultraman will get an even better sequel called Ultraman 7!

TAITO

## SUPER H.Q.

MEGA DRIVE

4 MEG

CARTRIDGE

Chase H.Q. has been a hot title in the arcades on the Pacific front and it seemed only appropriate to introduce an even better home version for the Mega Drive.

Begin each stage by receiving a profile of the criminal and his car from headquarters. Then pick your vehicle of choice. This time you have a choice of a semi-tractor, a Ferrari F40, or an offroad truck.

Hop in the passing lane in quick pursuit of the vehicle. The distance meter informs you of how close you get to the criminals. Squeeze off a burp of nitro to make the chase even faster!

Repeatedly hit the criminal's car and watch it burst into flames. Ultimately, you will catch all of them and bring them to justice!



This time you can select a Ferrari, a semi-truck or an offroad truck.



To catch a criminal, repeatedly bash your own vehicle into the criminal's...



To burst the car into flames and make your bust in the name of the law.



Death from above! Enemy helicopters drop bombs on your police vehicle.

INFOCOM OF JAPAN

## NIGEL MANSELL F-1 CHALLENGE

SUPER FAMICOM

8 MEG

CARTRIDGE

Nigel Mansell offers all drivers the challenge of a lifetime. Compete against him throughout 16 circuits in a fight to the finish.

The game is striving for a real full scale Grand Prix mode. The three race choices include a beginner race, a practice race and a coach mode. Nigel Mansell offers advice during the coaching mode.

Take part in the racing challenge of a lifetime!



The race is set in a frontal view to get the most effective feel of open wheel racing!

Hop on or change the various components of the race car's chassis.





# FUN ON THE GO!



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gives you non-stop action and adventure, featuring the most fluid and realistic animation ever seen on your Game Gear!

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is ready to rock the world again — with new power-ups, weapons, shields, awesome graphics and waves of ever-descending aliens trying to take over Earth!

## PAPERBOY\*

delivers hilarious fun as you wreak mischief across town on your bike!

## MARBLE MADNESS\*

will drive you nuts as you guide a marble along mind-blowing mazes to the finish line!



Covering Jan '93!



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**SUPER EGM PREVIEW!**

# BUBSY

**THE BOBCAT**

**IN  
CLAWS ENCOUNTERS OF THE  
FURRED KIND**



Travel through some strange lands in this awesome 16-bit cartoon!



Find these special bonus stages and load up on yarn balls!

## JUST BOBBING ALONG!

We may not be first, but we always have more! Get ready for Accolade's super 16-Mog monstrosity that rivals real cartoons! This cart has the features of other side-scrollers, but it surpasses them all in terms of animation, sound, and a just plain cool look and feel! Check out the detail in these pix and you'll see what we mean! Stay tuned to EGM for lots more on Bubsy!



Bubsy can glide down to a safe surface!

You can even get into a cat fight!

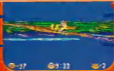


Even the enemies scream in terror at the sight of Bubsy!



If Bubsy sits too long, he begins banging his fist on the TV screen!

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your hands sweat and your heart pound as you fly the Army's most advanced attack helicopter on dangerous combat missions!

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graphics and action, as you seek to conquer the Middle Ages!

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Super real baseball graphics and action — and more!



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Advanced combat flight simulator with 360° polygon graphics.



All-new graphics with action on both sides of the street! Coming Jan. '93!



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# DAWN PATROL



Frigid air bullets your face as you fly through the war torn skies of France. From the east you see movement, an enemy patrol. You adjust your goggles and slam the throttle open. You know you can take them.

Wings 2 - Aces High plunges you into the swirling air battles of World War I. Join an elite squadron of the Royal Flying Corps and take off on three different missions. Sweep in low with blazing machine guns on deadly strafing missions. Shatter enemy installations on charged bombing runs. Clear the skies in desperate dog fights. Precise play control brings the feeling of flight to the Super Nintendo Entertainment System. We've got the gear if you've got the guts!

- Smoking digitized graphics.
- Passwords keep you close to the boiling action at the front.



**namco**

NAMCO HOMEENT, INC. 3855-1 South Blvd, Suite 106, Santa Clara, CA 95054-3213



# Take It To The Streets...

## CRASH 'N' THE BOYS™ STREET CHALLENGE

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lives.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps. Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley—a nger group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams.  
Five members per team. Only one winner.



Southside's Crash Cooney wins another 400W Hot-Ins race once more. Crash out the Southside Egg—Cherry, Water, Doggie and Slap-Away—put the Hillers to shame.



Todd Thornley begins to let go and takes a ride in Hammer Throw Golf. The Washington High team has been humiliated by Crash once too often. The time it's personal!



"Speed" Sparkles, Jefferson High's captain shows his initial nerves as the Water Strangler. He thinks Lincoln and Washington are almost as bad as Southside. Almost.



Archie Van Beynde swells from rooftop to lowkey rooftop in the Sloshy Scramble. Lincoln High's team captain despises the Southside—especially Crash.



Ricky Rappawitz makes use of the delectable super kick in the Judo event. The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike.



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Action For 1-4  
Players!



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CIRCLE #183 ON READER SERVICE CARD

## Leader Board

Check out the top qualifiers in each event. Have you met the Challenge?

### 400 M Hurt-les

These athletes have what it takes to attack the track and cross the finish line in record time.

Rank	Name	City	Character	Time
#1	Deaconed Wo	San Carlos, CA	Wheels	0:54
#1	Ted Chah	San Mateo, CA	Wheels	0:54
#3	Shannon White	Phoenix, AZ	Shog	0:58
#4	Banquet Mayer	Richmond, VA	Chief	1:00
#5	East Burns	Denver, CO	Sep	1:08

### Water Slaughter

These water warriors have shown their dominance of the aquatic and defeated their opponents faster than anyone else out there.

Rank	Name	City	Character	Time
#1	Ted Chah	San Mateo, CA	Chief	1:40
#2	Deaconed Wo	San Carlos, CA	Silver	1:41
#3	Jerry Anderson	Edina, MN	Katana	1:44
#4	Howard Isaac	Phoenix, IL	Zack	1:49
#5	Pat Hudson	Denver, CO	Ablo	1:52

### Skyline Scramble

In the most dangerous event of all, these athletes have proven their strength and endurance, reaching 12 buildings and crossing the finish line in world record time.

Rank	Name	City	Character	Time
#1	Ted Chah	San Mateo, CA	Crash	1:58
#2	Deaconed Wo	San Carlos, CA	Crash	1:58
#3	Jed Christand	San Mateo, CA	Bonus	2:07
#4	Rick Wrenthall	Newark, NJ	Dinosaur	2:07
#5	Groggry Lee	Denham, NE	Crash	2:14

### Judo

These Judo Masters have proven they've got the brains to subdue their opponents and the brawn to power them in the toughest arena ever.

Rank	Name	City	Character	Time
#1	Deaconed Wo	San Carlos, CA	Nurse	0:30
#2	Ted Chah	San Mateo, CA	Nurse	0:40
#3	Perry Fahn	Milwaukee, WI	Chorus	1:27
#4	Brad Worth	Sanford, NJ	Zack	1:52
#5	Sandy Best	Riverside City, CA	Crash	2:07

### Tie-Breaker Questions

The tie-breaker questions will determine the winner if two or more athletes have achieved the same qualifying time in any of the events. Make sure you answer both questions.

THE ANSWERS TO THESE QUESTIONS MUST BE WRITTEN ON A 3" X 5" INDEX CARD WITH PENCILS AND MUST BE LEGIBLY AND PRINTED NUMBER TO QUALIFY FOR THE PRIZES.

#### Question 1:

What gift does Todd bring Team Thursday at the airport, at the victory luncheon sponsored privately by a 1-player Tournament victory by Sochia's High?

#### Question 2:

How many gift medals are available on the Hammer Throw gift contest?

# ...And Win Your Share of \$5,000 Cash!

## Show The World Just How Good You Are... And BAG BIG BUCKS!

In May, 1993 American Technos and Electronic Gaming Monthly will award a total of \$5,000—in CASH—to the country's top gamers. We'll dole out the dough to the top five record holders in each of four **Street Challenge** events: 400-M Hurlies, Water Slaughter, Skyline Scramble, and Judo.

You'll be able to keep track of the current world record and record-holder right here on our World Record Holders Board—which we'll update each issue between now and March.

Can you get your name and record up on the board for the world to see? Even more important, can it stand up against all challengers

month after month until we make with the moolah? Remember, you're going up against the best—and just like you, they can't wait to get their hands on some serious coinage.

#### Contest Rules

1. To Enter: Send a photo of the game screen showing your best time in FRACTAL mode of any of the four listed events to "I'll Take The Challenge", 201 Broadway, Suite 601, Redwood City, CA 94063.

Make your name and phone number in ink on the back of your photo for distribution (no returned photos or the front matter). Then, as a plain old piece of paper, hand postage your address and phone number, as well as your answers to both Tie-Breaker Questions 1 and 2 listed here on the World Record Holders Board.

For Tie-Breaker details:

2. Entry Restrictions: Entries must be from the game's FRACTAL mode in order to qualify. Do not enter if you are unable to log onto game play or to keep records (including on-line play).

3. Photo Requirements: All photos of an event in FRACTAL mode will enter the "WARRIOR" announcement competition. The screen will automatically pause 200-300 frames after the start. With the game paused on the screen you can take your time to adjust your picture. After you have taken the picture, press the start button to resume game play. Any entries not allowing clearly to those photographs will be disqualified. Legible entries in computer photographs will not be eligible. Original negatives may be requested from winners if correct screen data. The decisions of the judges are final. Sponsor and/or official companies do not assume the associated delayed and/or lost as otherwise damaged items.

Photo tip: If your screen's dark like it may well wash out the T.E. screen and your eyes may not be visible. Check your local color monitor as to how to best picture of a 1 v 1 screen. Followed as color video prints, available. No color photos will not be returned.

4. Free Entrants: Enter as often as you like in any of all four events every day. Does not include National Team play. However, only one entry free will be returned—the best time of the day that coincides with the competition in each event upon completion of the contest. Games will be limited to one each year per household per event, no more than five total each year per household.

5. Cash Prizes: Cash prizes will be awarded to total \$5,000. A total of \$1,250 for each of the four events will be disbursed as follows: First Place: \$400, Second Place: \$300, Third Place: \$175, Fourth Place: \$325, Fifth Place: \$200. Winners names and prize order will be published by phone, online, computer, and. Winner names and prize order may be sent by Electronic Gaming Monthly and American Technos for promotional or advertising purposes without further compensation.

6. Tie-Breakers: In the event of a tie, where two or more entries have the same winning time, the contestant with the fastest answer to both tie-breaker questions will be declared the winner. In the event that the contestants have answered both questions equally, the appropriate cash prize will be divided equally among them.

7. Entry Deadline: Entries must be postmarked no later than March 31, 1993. Winner names will appear in the May/June 1993 edition of Electronic Gaming Monthly.

8. Contest is NOT open to employees of American Technos, Inc. or Electronic Publishing Group, Inc., or members of their immediate family. Affiliates, subsidiaries, advertising and promotional agencies and partners, 40% prize will be awarded. Taxes on the responsibility of winners.

9. No other winners, send a gift addressed stamped envelope to: "I'll Take The Challenge", 201 Broadway, Suite 601, Redwood City, CA 94063.



# TRICKS OF THE TRADE

MIDWAY

MORTAL KOMBAT



ARCADE

SPECIAL MOVES AND DEATH MOVES

Rarely do we print tricks on arcade games, but this one deserves some coverage. Here are all of the deadly moves and techniques for each character. (Note: The moves are described for the character standing on the left side of the screen. Moves are opposite for the character on the right side).



KANO

**Head Smash** - High Punch when close to your enemy

**Spinning Blade** - Hold Block while moving Forward and Back quickly and repeatedly with the joystick

**Spinning Roll** - Hold the Block button and move joystick in a 360° motion in the opposite direction of your opponent and while spinning, let go of Block to roll.

**Death Move** - Stand close and move Down, Diagonally Down-Right, Right,

Down, Diagonally Down-Right, Low Punch.



JOHNNY CAGE

**Green Fireball** - Back, Back, Forward, Low Punch.

**Splits Punch** - Block and Low Punch simultaneously.

**Sliding Shadow Kick** - Back, Back, Forward, Low Kick.

**Death Move** - Forward, Forward, Forward, High Punch.



SONYA

**Force Wave Punch** - Move Forward and Back quickly and repeatedly and press Low Punch.

**Flying Air Punch** - Move Forward and Back quickly and repeatedly and press High Punch.

**Double Leg Grab and Slam** - Get close to your opponent and press simultaneously, Diagonally Down-Left, Low Punch, Block, and Low Kick.

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MIDWAY

## MORTAL KOMBAT



ARCADE

SPECIAL MOVES AND DEATH MOVES

**Death Move** - Forward, Forward, Back, Back, Block.



## RAIDEN

**Torpedo Push** - Back, Back, Forward

**Teleportation** - Down and then quickly Up on the joystick

**Lightning Blast** - Down, Diagonally Down-Right, Right, Low Punch.

**Death Move** - Forward, Forward, Back, Back, Back, High Punch.



## SUB ZERO

**Ice Blast** - Down, Diagonally Down-Right, Right, Low Punch.

**Power Slide** - At any distance, press simultaneously, Diagonally Down-Left, Low Punch, Block, Low Kick.

**Death Move** - Forward, Down, Forward, High Punch.



## SCORPION

**Spear and Pull** - Back, Back, Low Punch

**Teleportation** - Down, Diagonally Down-Left, Left and High Punch

**Death Move** - Hold the Block button and press Up two times.



## LIU KANG

**Orange Fireball** - Forward, Forward, High Punch

**Flying Kick** - Forward, Forward, High Kick.

**Death Move** - 360° motion in the opposite direction of your opponent

Apoorva Desai, Libertyville, IL



Make sure to block Johnny Cage's Sliding Shadow Kick.



Liu Kang and Johnny Cage can throw fireballs.



Raiden's Torpedo Push is one of his most powerful moves.



Get over here! Scorpion's spear is extremely deadly!



Raiden and Sub Zero do their Lightning and Ice Blast.



3021 Bethel Rd. #108  
Columbus, Ohio  
43220

"Make Mario Run Backwards!"



GAMEHANDLER lets you revive the investment you have in games now.

Here's a neat trick you can do only with GAMEHANDLER! If you've already beaten Super Mario Bros. 1 from Nintendo, now you can add a new challenge. Tip your GAMEHANDLER controller upside-down and see if you can beat the game running backwards. Now Mario has new dangers and new timing for his jumps, and even throws his fireballs backwards.

GET A GAMEHANDLER®!

Cowabunga, Dude! Here's an awesome trick for Teenage Mutant Ninja Turtles 2 from Ultra. Again only with the GAMEHANDLER controller you can Hyperwarp—actually disappear and reappear around the screen. When you push your jump button on GAMEHANDLER, quickly flick your wrist right or left. This is helpful when the bad guys surround you on the higher levels.

"Make Turtles Disappear!"



Where did the Turtles go?

NO CODES

NO PROGRAMMING

CIRCLE #223 ON READER SERVICE CARD.

WATCH THIS SPACE FOR MORE SECRETS AND TRICKS

## SUPER NES ALL CHARACTERS VS. SAME COLOR

This is it! The method to play every character's same color computer opponent has been found! Follow these instructions carefully, and you will be fighting your twin with any character you choose!

Start a one player game and choose any character. Once you fly to your opponent's stage, let your fighter lose both rounds. When you are asked to continue, press START on the first controller. You will go back to the player selection screen. (Note that the character you previously used is now in black and white). Now, this is very important. Designate the character that you want to feature and play against. Once you have chosen your fighter, you will be taken back into the stage you fought before. Let your fighter lose both rounds again. When you are asked to continue, press START on the first controller. Again, you will go back to the player selection screen. Choose another different character. (Note that the character

you just used is still in color). Now, with a new chosen character on controller 1, fly to a stage and press START on controller 2. **DO NOT** pick the fighter that you designated to fight as the same color character. Take player 1 and purposely defeat player 2. Let player 2 lose both rounds. Player 2 will be asked to continue. Wait until the computer chooses a stage and then press START on controller 2 to join. Pick the character corresponding to the stage you are flying to. This way, you will keep advancing stages. But, be careful that you don't pick the fighter that you designated to fight as the same color character. Once you go through the characters and get to the stage of your designated alter ego, let player 1 and player 2 sit in that stage for 4 rounds without hitting each other, until time runs out. After this happens, player 1 will be asked to continue. Press START on the first controller and pick the fighter you designated to

fight his/her clone. With the first controller, press START, and you will be fighting the same color character. This also works with the Character vs Character code (DOWN, R button, UP, L button, Y, B as the Capcom logo fades in). If you enter that code

and use the same method, you will be able to fight against the alter ego colors. The pictures below illustrate the trick step-by-step and will help you get through this complex yet extremely cool hidden technique!



Start w/ Ryu, purposely lose, choose Guile, and lose again.



Continue with Chun Li and press START on controller 2.



Have player 2 join in and continually lose all battles.



When you work your way to Guile's stage, sit for 4 rounds.



After time runs out, and you continue, choose 1P Guile.



You will fight as player 1 with a clone computer rival!





# Try hitting this guy below the belt.

## Introducing Power Punch II.



The Champ is back! With new super-charged graphics and a ring full of other-worldly opponents itching to re-arrange his face. The competition will be fierce as you shake claws and come out fighting the most vicious mutants, cyborgs and creatures to ever hit the galaxy. Or anything else. Each possess ferocious strength, inhuman stamina and warp drive speed. To walk away a winner, you'll have to use every trick in the book. Power Moves and Punching Tools like super nova jabs, stellar upper cuts, and hyper-awesome rights and lefts. Hit the right combination and...POW! alien heads will roll! It won't be a pretty sight. But as any Heavyweight Champion of the Universe knows-when the going gets tough, the tough get Power Punch II.



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CIRCLE #143 ON READER SERVICE CARD

**SUNSOFT****LEMMINGS****GENESIS****LEVEL PASSWORDS**

Lemmings is a fun puzzle game that can get quite difficult in the later levels. These passwords will get you through each round of the Lemmings' Genesis adventure! Choose the Password option from the title screen and enter the following codes for access to every one of the levels.

- |           |           |
|-----------|-----------|
| 2. QWKYN  | 17. VHDVD |
| 3. NDDTD  | 18. ZZKZN |
| 4. SWKYN  | 19. XHDVD |
| 5. FTDVM  | 20. CBKBP |
| 6. KMKBX  | 21. PXDWM |
| 7. HTDVM  | 22. TOKCX |
| 8. MMKBX  | 23. RXDWM |
| 9. VDDTD  | 24. WQKCX |
| 10. ZWKYN | 25. FJDVD |
| 11. XDDTD | 26. KKBKP |
| 12. CXYKN | 27. HJDVD |
| 13. PTDVM | 28. MBKBP |
| 14. TMBXB | 29. YXDWM |
| 15. RTDVM | 30. DRKCX |
| 16. WMBXB |           |



Access the password option and you will see this screen.



Put in different passwords to advance to each game level.

**BULLET PROOF SOFT.****FACEBALL 2000****SUPER NES****LEVEL MAPS**

These maps should help you locate your enemies on certain levels. The chart will help in determining which enemies are present in the levels shown. Each number stands for a different character in the game. This will help you better plan your method of attack, and eventually escape the round unscathed!

- 1 = Shootme
- 2 = Shootme2
- 3 = IshootU
- 4 = IshootU2
- 5 = Gremlin
- 6 = Turkey
- 7 = Wally
- 8 = Rover
- S = Player Start

Make your way through the Cyberzone, and you will access some hidden levels called Cyberscapes!



Level 10



Level 15



Level 20



Level 26

**KEMCO****KABLOOEY****SUPER NES****LEVEL PASSWORDS**

These level codes are for the incredibly puzzling puzzle game, Kablooley! Enter the password option, enter these codes as follows:

- |          |          |
|----------|----------|
| 15. MVFF | 22. GBMF |
| 16. DJMF | 23. PBSS |
| 17. DBVG | 24. WPRG |
| 18. DPLL | 25. LFBG |
| 19. DJSK | 26. CVFF |
| 20. GBTF | 27. LPJC |
| 21. JRPN | 28. DBTG |
|          | 29. WGGD |
|          | 30. TJMG |

Kevin Crane  
W. Seneca, NY



At the configuration screen, choose the Password option.



Entering your password will put you in these higher levels.



# Free T-Rex T-Shirt

BUY TWO IREM GAMES  
AND I'LL GIVE YOU  
THE SHIRT OFF MY BACK.



# STREET COMBAT

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and adventure lurk around  
every street corner in this  
incredibly exciting game for  
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Earth-shaking visuals, huge challenges, and a story you can really sink your teeth into.



Save the Universe from the evil Bydo Empire. Features non-stop action and a variety of challenges.



Top arcade game brings explosive action right to you. Special effects & two-player simultaneous action.



Tea-off with skis — winner takes all on every hole or match play — combines different styles.



## Here's how it works!

- 1 Buy any two of these games: DinoCity, Super R-Type, The Iron Skins Game, GunForce, or Street Combat.
- 2 Cut out the UPC code from your boxes.
- 3 Fill out the form, cut at dotted lines, then put form and UPC codes in an envelope mailed to this address.

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Check which 2 games you purchased:  DinoCity  GunForce

The Iron Skins Game  Super R-Type  Street Combat

Please allow 6-8 weeks for delivery. Offer expires 4/15/90

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CIRCLE #158 ON READER SERVICE CARD

NINTENDO	<b>SUPER MARIO KART</b> ★
SUPER NES	<b>GHOST RACER</b>

Start a one-player game, pick Time Trial, and go to the driver selection screen. You will see the first player highlighted. Next, press START on controller 2 and the Princess should have the letters, "COM" above her. Choose your 1P driver with the first controller and your COM driver with the second controller and then choose your course. Start

the Time Trial and you will see that the COM driver is really a computer controlled ghost driver that will be racing with you in the Time Trial competition. Be quick, because this ghost driver is no wimp! If the ghost driver wins the race, it will not affect your time in any way.



Choose a 1 player game, do the trick, and then race.



A ghost racer will appear to challenge your Time Trial.



ARENA	<b>PREDATOR 2</b> ★★
GENESIS	<b>LEVEL PASSWORDS</b>

If you are having trouble with some of the rounds in this game, try these passwords. At the title screen, press START to get the options. Go to the password mode and press START. You will be given a password entry screen. Select these passwords for the corresponding levels that follow.

Level 2 - KILLERS

Level 3 - CAMOUFLAGE

Level 4 - LOS ANGELES

Level 5 - SUB TERROR

Level 6 - TOTAL BODY

Now you can start your game in the levels, and go on to win the game!



Access the password option on the title screen.



Enter different passwords to advance to higher levels.



NINTENDO	<b>SUPER MARIO KART</b> ★★
SUPER NES	<b>SPEED BOOST START</b>

Start a game and go into any race. When Lakitu floats down with the starting lights, wait until the first one flashes and makes a beep. Now, timing is very critical. After the first beep, press and hold the B button. After all of the lights have gone, you will boost ahead of your opponents as if you had used a mushroom. Keep trying if it doesn't work the first time.



TTI	<b>NEW ADVENTURE ISLAND</b> ★★
SYSTEM	<b>LEVEL SELECT</b>

To access the level select in this platform game, go to the title screen and push these buttons in this order: LEFT, LEFT, I, RIGHT, RIGHT, II, UP, DOWN, UP, DOWN. You should now see a number in the lower left-hand corner of the screen. Push UP on the pad to increase the level number. Push RUN to go into your chosen level.



# Keeping It Portable Was Tough...Until Now.



Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy **GAME KEEPER** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

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CIRCLE #125 ON READER SERVICE CARD



<b>TTI</b>	<b>GATE OF THUNDER</b>
<b>TURBO DUO</b>	<b>STAGE SELECT</b>

To select your stage within this phenomenal shooter, wait for the title screen to appear. Next, press these buttons in this order: I, II, I, II, SELECT, I, II, I, II, SELECT, SELECT and then press RUN. You should be in the configuration screen. Notice that there is one more line in the options that is highlighted in red, called STAGE. Access this line and press LEFT or RIGHT on the control pad to change the level numbers. You will be able to use the pad to choose your starting stage! With different stages come different challenges! This is a good way to start where you left off and using this code, you can even access the last level of play!

Kerwin J. Blazoluski  
Lockport, IL



To make the level select work, do the trick at the title screen.



You will be able to select any stage from this screen.



<b>KONAMI</b>	<b>KING'S QUEST V</b>
<b>NINTENDO</b>	<b>PASSWORDS</b>

Once you get into this game, highlight the icon that is circled in red. Next, select the Restore option. When the screen appears, choose the Password option. You will then be able to enter those passwords with the cursor on the screen:

**5-19S8013Q60MNJ**  
Mordack's library

**5W1CJ8012L500MD**  
Mordack's lab

**5Y1206002258H-N**  
Battle 1 with Mordack

**5Y1204002258HQN**  
Battle 2 with Mordack

**JT500F158R30R18**  
Maze under Mordack's castle

Sieven Engle  
Salem, IN



Select this icon and restore a previously played game.



Choose the password option to get further in the game.





<b>KONAMI</b>	<b>T.M.N.T. IV</b>
<b>SUPER NES</b>	<b>EXTRA SET OF CONTINUES</b>

Here is a very easy method to get an extra set of continues for this time-traveling turtles game. When you are on your last continue and close to dying, press START on controller 2. You can now continue as the second player with as many continues as you started out with on controller 1. It will now be easier to finish the game.




<b>NINTENDO</b>	<b>SUPER MARIO KART</b>
<b>SUPER NES</b>	<b>SCREEN ROTATION</b>

Choose a one-player game and go to the Time Trial option. Choose your player and go to the course of your choice. While racing, be careful not to hit anything. Get a good time and then access the Replay option. While in Replay mode press the L or the P button to rotate the screen. You can do this on any level in the Time Trial!



# BARF THROUGH SPACE



It's so fast, it'll make your teeth rattle. So intense it'll make your toes curl. So action-packed, you'll go rocketing, blasting, and splashing your way through 8 stages in Thunder Spirits™, the Super NES™ Action/Adventure classic. It may take facing horrific 3-D creatures & multi-level scrolling. It may take a will of iron & nerves of steel. But you've got what it takes! Even if you have to hurl!

**SEIKA**

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Circle #211 on Reader Service Card

<b>TTI</b>	<b>SOLDIER BLADE</b> ★★
<b>TURBO DUO</b>	<b>LEVEL SELECT</b>

This intense shooter can be difficult, especially in the later levels. If you would like to start off on any level of your choice, then do this method to access the level select. On the title screen, Hold UP on the control pad and then push SELECT. Let go and hold DOWN and then press SELECT. Let go and then hold LEFT and then press SELECT. Let go and

hold RIGHT and then press SELECT. Now push the SELECT button one more time and you will see a stage select option appear in the lower middle of the screen. This will allow you to start at the beginning of any stage, and even start right at the last level to face the last boss and his minions!



Do the code at the title screen and you can choose stages.



Start at any stage you want, and even go to the last boss!



<b>ELECTRONIC ARTS</b>	<b>TEAM USA BASKETBALL</b> ★★
<b>GENESIS</b>	<b>INCREDIBLE PASSCODES</b>

This basketball game can get tough. Do you think you are good enough to make it to the Gold Medal Round? Here is an easier way to get there without having to play through the whole game to do it. Choose the tournament option and go to Restore. Use the A button to put in the letters of the password. The START button will let you leave

this mode. This password will take you to the Gold Medal Round against Italy:

**VOT6RBB**

This next password will let you view the ending ceremonies without having to play any of the game.

**V#T6RBK**

Garnett Reeves  
Newburgh, NY



Enter your desired password on this screen.



You can either play the game, or just watch the ending.



<b>KONAMI</b>	<b>BUCKY O'HARE</b> ★★
<b>NINTENDO</b>	<b>GAME GENIE CODE</b>

Help Bucky rescue his friends with even more success when you use this code. Once you continue your game, you will get 10 lives instead of 3! You must have a Game Genie unit to make this code work.

**PEXGVYZE**

Every time you continue, you will have a total of ten lives so you can do better.



<b>CAMERICA</b>	<b>QUATTRO SPORTS</b> ★★
<b>NINTENDO</b>	<b>GAME GENIE CODE</b>

Give yourself an advantage in the BMX bike racing part of Quattro Sports. You must have a Game Genie unit to make these codes work.

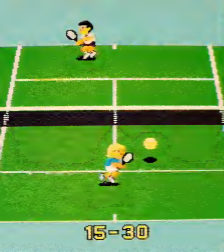
**SLSEXVXS** - Stops the timer

**AYEEEOZYG** - 47 minute timer increased to 70

**EAEEXZAI** - 50 minute timer increased to 80

**EPEEUZAG** - 40 min. timer increased to 90





15-30



# WHY PLAY THIS... IF YOU CAN PLAY THIS!

You've seen it all before. The short, squat, stubby cartoon-like players. The overhead view. The awkward feet. You've probably even asked yourself, "Is this the best a 16-bit home video tennis game can be?" With all that power available, do these games have to wind up looking only slightly better than an 8-bit cart? **Of course not.**



Check out **Amazing Tennis™** — the revolutionary tennis video game that blows all the others right off the court! Everything your 16-bit machine is capable of is right up there on the screen: 22 planes of depth, motion-picture-quality animation, precision-play controls, full shot selection, an on-the-court view. And you can choose from a roster of 15 ranked opponents in 1-player mode, play an entire tournament, or go head-to-head against a friend! So don't waste your time hacking with amateurs. In **Amazing Tennis**, you're playing at full potential!

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Take your serve for maximum speed! The radar gun displays service velocity!



Catch your opponent at the net and you're a winning lot!



Put one away with the overhead smash!



Change the net and slice a winner!

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



**SEGA**  
**GENESIS**  
ACTUAL GAME SCREENS MAY VARY

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CIRCLE #151 ON READER SERVICE CARD

**ELECTRONIC ARTS****RAMPART****SUPER NES****SECTION PASSWORDS**

Knock yourself out with these section passwords for the action packed war game, Rampart. At the password screen, put in these codes to move to the different and more difficult sections of the game

Section 1: BCBCBCBC  
Section 2: CDDXXXC  
Section 3: BBCXCBBB  
Section 4: BBDGDFG  
Section 5: DFDXDXTF

Section 6: BCDFXXBT  
Section 7: BBZXTZZZ  
Section 8: YYDYCCDC  
Section 9: BXTBCDDB  
Section 10: WWTNNWWZ  
Section 11: CZCTCZCZ  
Section 12: BBBZTDD  
Section 13: CXTXCRCR  
Section 14: CDCDXXCD  
Section 15: BZBDBXBZ  
Section 16: H PPYJ Y

Daniel Wu  
Seattle, WA

Enter your specific section code at this screen.

You will be amazed at the many types of levels available.

**KEMCO****PHALANX****SUPER NES****CHEAT MODE**

Now there is a method to increase your stock of ships, credits and select the starting stage for this shooter. At the title screen, press START. Go to the System Configuration option and while holding the top R button, on controller 1, press START. On the configuration screen, press the top L and R buttons simultaneously on controller 2 and

you will see your current Stock and Credits. Now on controller 2, press and hold these buttons in this order: A, B, X and Y. A stage select option will appear. Highlight the Stock option with controller 1 and then press SELECT and then START on controller 2. You can now increase your Stock to 30, Credits to 99, and your Stage Select to 8, which is the last level.

Go to the System configuration and start the trick.

You will be totally powered up once you do this trick!

**BULLET PROOF SOFT.****FACEBALL 2000****SUPER NES****CHEAT MODE**

Thanks to this Game Setup screen, you can set the options to your liking. The settings you can change are the number of beginning lives, your armor, shots, speed, and the time it takes to reload. To access this setup mode, go past the title screen to the starting level screen for Cyberzone and hold the top L and R buttons and then START.

**BE THE KEEPER OF THE CHEESE!**

With a work load that leaves him no time for lunch, Trickman Terry has been eating from the brown-bag cafe and loading up on cheese and crackers every day! Lately, the terrorist of tricks has been reacting to his high-cheese diet so strongly that some things aren't moving like they should in the Trickman's office! The big boys at EGM won't let the poor guy go until he figures out the hottest hints on all the super softs. Make the world a better place for Terry and become the Keeper of the Cheese by sending in your gaming goodness right away! After all, man cannot live on Imburger alone! Act today! Send your new soft secrets to: Tricks of the Trade, Sendai, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60140.


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# TOXIC CRUSADERS

## MUTATE AND CONQUER!

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# SUPER NES BUYER'S GUIDE

## EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the S-NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



Only in the Super NES Buyer's Guide will you find the first coverage on the newest games like *Street Fighter 2*, *Contra 3*, *The Alien Wars* and *T.M.N.T. 4*. Don't miss out on any of the action! Subscribe to the Super NES Buyer's Guide today!

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# Have We Got a Role for You to Play!

**KOE means role playing.** And this fall KOE continues the tradition but with a twist. Not only is KOE releasing a hot new line of RPGs, but we are inviting you to take on the role of creating a new company slogan!

As you build your airline empire in **AEROBIZ** (SNES), sail the rough seas of **UNCHARTERED WATERS** (SNES, SEGA & IBM), fight for American independence in **LIBERTY OR DEATH!** (IBM) and return the kingdom of Eblanica to peace in **GEMFIRE** (SNES, SEGA, IBM), take a break and come up with a new KOE company slogan.

The winning slogan will capture the excitement of these new titles with the intensity of past KOE games such as **ROMANCE OF THE THREE KINGDOMS**, **GENGHIS KHAN** and **NORUNAGA'S AMBITION**.

Once you have a slogan, fill out the entry

form and send it in. If you play

the role right and your slogan is selected,

you'll win one of many great prizes.

Now that we've offered you the role, are

you up to the challenge?



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for SNES

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Available for  
IBM PC

**GEMFIRE**

Available for SNES,  
Sega Genesis & IBM



Available for SNES,  
Sega Genesis & IBM

**UNCHARTED  
WATERS**

**Prizes** will consist of the following: One grand prize (GEMFIRE) on \$500.00 gift certificate, five first place prizes consisting of a KOE game library (choice of any three KOE titles in stock) and 20 second place prizes consisting of a choice of one KOE title in stock. All winners will receive a 1-year subscription to Electronic Gaming Monthly and a EGM T shirt. There will also be 24 honorable mentions, each of whom will receive a one year EGM subscription and deck of KOE playing cards.

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GAMING  
MONTHLY**

**CAPTAIN**



**LIBERTY  
OR  
DEATH!**

This opportunity will be open until 11:59 PM on 10/31/90. KOE Corp. must receive your entry by 11:59 PM on 10/31/90. The prize pool is \$500,000.00. The drawing will be held on 11/1/90. The grand prize is \$500.00 gift certificate to KOE's shipping department. Five first place prizes are \$500.00 gift certificate to KOE's shipping department. Twenty second place prizes are \$50.00 gift certificate to KOE's shipping department. Twenty-four honorable mentions are \$25.00 gift certificate to KOE's shipping department. All winners will receive a one year subscription to Electronic Gaming Monthly and a EGM T shirt. There will also be 24 honorable mentions, each of whom will receive a one year EGM subscription and deck of KOE playing cards. The drawing will be held on 11/1/90. The prize pool is \$500,000.00. The grand prize is \$500.00 gift certificate to KOE's shipping department. Five first place prizes are \$500.00 gift certificate to KOE's shipping department. Twenty second place prizes are \$50.00 gift certificate to KOE's shipping department. Twenty-four honorable mentions are \$25.00 gift certificate to KOE's shipping department. All winners will receive a one year subscription to Electronic Gaming Monthly and a EGM T shirt. There will also be 24 honorable mentions, each of whom will receive a one year EGM subscription and deck of KOE playing cards.

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# Put

*An interview with Terry Banks, Tester/Sega Menacer.*

# a shooting

## How is the Menacer any different from other video shooting controllers?

There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

# gallery in your

## How does it work?

Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

# living room without

## They're all shooting type games?

No, actually. Six different kinds of games are included, and there's real variety. WhackBall™ is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game.

# ruining

## What's your favorite game?

Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl™. You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.

# your wallpaper.



# NEXT WAVE

## NEW SOFT NEWS

Well gamers, the Christmas season has fallen upon us again and this is the time we celebrate all the goodies that the video game companies have created for us game lovers!

It seems that the Sega CD is the new system that everyone is talking about! With all the hot titles that are appearing, it's not hard to see why!

Some of the newest titles include Sony's *Sewer Shark*, a quest that sends you racing through stinky sewers to save the human race. • *Switch* is a humorous new game from Sega where you supply the ingredients to create a hilarious and original cartoon. • If music videos are your thing then Sony has got you covered. Kris Kross, C+C Music Factory and many other CD's allow you to make your own original music videos!

Other CD titles include *Night Striker*, *Dracula* and *Hook* to name a few.

On the Super NES side, Bandai has recently developed *Bazooka Blitzkrieg* to support the Super Scope 6 peripheral. • The Bat is back for another bout with the Joker in *Batman: Revenge of the Joker* from the folks at SunSoft.

For Genesis owners, the influx of new games is overwhelming! *Shadow of the Beast 2* from EA takes the system to new heights. • *Outlander* and *Pigskin Football* are unique titles with a special flair. Can't wait to see what 1993 offers!

JVC

## JAGUAR XJ220

SEGA CD

CD

CD-ROM



When flying along at high speed, the turn arrow indicators are welcome!

CD racing games take on a whole new meaning when you race the spectacular XJ220 with the infamous "Team Jaguar"!

Take part in the World Tour and compete against the toughest drivers from 16 different countries like Brazil, Britain and Japan.

Take the Jaguar out on a test track to get a feel of what 200 MPH really feels like. If the car has too much understeer, oversteer or just plain doesn't handle well, enter an option screen to change the calibration of the suspension and wing angle.

For a change of pace, you can race against a friend in the two player mode or use the track editor to create your own raceway!



The England checkpoint is your goal as you race on these twisty roads!



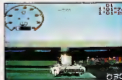
Drive through historic cities at blazing speed on the straightaways!



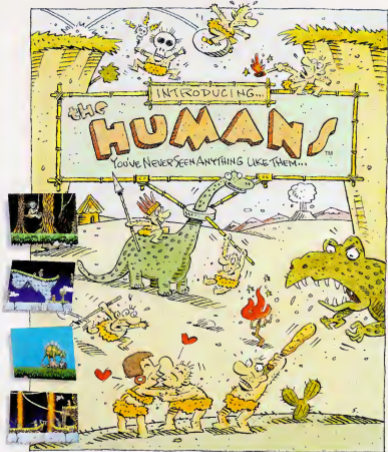
The fans love a race, but don't let their good cheers stop your concentration.



Watch out! This gravel truck has spilled its load right in your path.



Jaguar's were never meant to go offroad or slam into overpasses.



EVOLUTION...To paraphrase Darwin, it's the survival of the hippest. One wrong move and you're dino-meat, one wrong step and you're a fossil, one fashion faux-pas and you're the laughing stock of the gene pool, baby. Discover tools, survive and multiply or these HUMANS are a time-line footnote. In this world of chaos and carnivores...

...Keep the tribe alive.

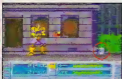
**GAMETEK**

**BANDAI****BAZOOKA BLITZKRIEG****SUPER NES UKN. MEG CARTRIDGE**

The Super Scope 6 is widely gaining acceptance as the hottest new peripheral for the SNES. Bandai has jumped on the bandwagon to produce their first SS6 title, *Bazooka Blitzkrieg*.

Sylon Inc.'s mainframe computer has gone on the frtz. All of the security robots are now running rampant through the city streets. Armed with the Super Scope 6, you're the city's last hope!

Throughout the five levels of play, you can shoot the enemy robots as they try to stop you. Power-ups can be found to keep yourself in optimum battle condition. Collect shields, missiles and health points to keep you going. The war to save the city is on!



Hit the shield icons to protect yourself from oncoming enemy assaults.



These robots never give up! When they appear, blast 'em with a missile!



Stage 2 features hover-bike riders that lob fatal grenades at you. Heads up!

**ELECTRONIC ARTS****SHADOW OF THE BEAST 2****GENESIS****UKN. MEG****CARTRIDGE**

Since you have slain the beast lord, all you need to do now is head home to your family and your sister child. However, as you arrive, you discover to your dismay that she has been stolen by the vile Zelek, a necromancer of incredible power who is in the service of a mysterious demon named Maletoth. Now you must venture out once again and solve the puzzles that lurk in the land!

Since you have been changed back to a human, you now use a ball and chain weapon. But you can still conquer others along the way by throwing axes and casting a special ripple spell. The graphics and parallax scrolling are much better than the first version, and the music provides a more vivid and horrific atmosphere!



Enter the old castle and set this grisly beast free to attack a dozing golem!



Should you find the way to this place, talk to the giant snail to find the exit!

**SUNSOFT****BATMAN™: REVENGE OF THE JOKER****SUPER NES****UKN. MEG****CARTRIDGE**

The insidious Joker once again holds Gotham City under siege. He is extracting his revenge by assembling an even more fiendish group of thugs to raid the town. The police can do nothing about it, but one man can...

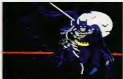
Take to the streets of Gotham with an entire arsenal at your disposal. Spread guns, Batarangs, and grappling hooks allow Batman to stop the Joker's minions from taking over the city.

Battle through the city sewers, streets and rooftops of Gotham. Only Batman's cunning skill and strength can help him now.

To succeed, the Dark Knight must return to put the crooks on ice, battle the Joker and save Gotham City from the forces of evil once again.



The sewers are a perfect place for the Joker's smelly cohorts to hang out.



Swing into action with Batman in his biggest and best adventure yet!

**SONY IMAGESOFT**

**DRACULA**

SEGA CD CD CD-ROM

Dracula lives on the Sega CD! Take part in the future movie of the year in a game that sets new standards for CD-ROM. Pursue Dracula and stop him once and for all.

No wooden stakes here! Use the latest in high-tech weaponry to stop 'ol' Drac before he strikes out once again! This is coming in the Spring for the Sega CD!



Super video effects make Dracula one of the hottest CD games yet!

**ELECTRONIC ARTS**

**GALAHAD**

GENESIS UKN. MEG CARTRIDGE

Previously known as Leander on the Amiga format, Galahad offers exciting play with a challenging quest.

Control Galahad through eight stages of magical mysteries. Before each quest, a maiden informs you of your mission. You must complete each stage to her instructions if you want to achieve your final destiny!



This horse and carriage offers a free ride to one of the upper ledges.

**COMPILE**

**SWITCH**

SEGA CD CD CD-ROM

Our daily lives are inundated with various types of switches, but in Compile's Switch, you're not dealing with the modern-day circuitry of our world, but instead a different environment where switches cause action.

You supply the mechanics behind this new category of gaming called gagventure! Switch contains an unprecedented 1000+ jokes, each with its own unique punchline.

As a CD, Switch is capable of offering hilarious animated sequences that will have you on the floor! Every sequence has a range of comical options depending on the actions you take. Try to find all 1000 jokes, we guarantee it's a Switch!



You can see just how many skits are possible just by looking at this room.



They don't make 'em like they used to! This is one of the gags you'll see!



The jokes never seem to end! Even your little pup gets in on the action.

**HUMAN Nature**

**BART THREE: EVOLUTION**

NO YES SURVIVAL OF THE FITTEST

HORROR TO THOIN EMILIE, WE MUST WARRA TO GETHER!

**APE:**  
- VERY FIT  
- VERY STRONG  
- NOT VERY SMART

**HUMAN:**  
- SORT OF FIT  
- SORT OF STRONG  
- NOT VERY SMART

**MODERN:**  
- MAY VERY FIT  
- MAY VERY STRONG  
- NOT VERY SMART

HARRY ALL OVER DOG?

HARRY BACK AND CHEST UG?

HARRY SMITH HELL?

WHAT HAPPENED TO THE FUR?

IT WENT OUT OF FASHION

**GAMETEK**

**SONY IMAGESOFT****HOOK™**

SEGA CD    CD    CD-ROM

The mysterious Hook has kidnapped Peter Banning's children. After becoming Peter Pan, he must set out on twelve levels of excitement to rescue his kids and stop Hook forever.

Hook for the Sega CD combines the brilliant action and graphics of the 16-bit game with digitized scenes from the movie. CD-quality sound adds to the suspense of this thriller.

Face hordes of pirates through-out the colorful lands. Power-ups are readily available such as swords, leaves, and the all-important pixie dust that allows flight.

If you are looking for more in your action titles, take part in the adventure fantasy of a lifetime. You'll be hooked for sure!



With Peter Pan's flying technique, this pirate will never know what hit him.



Take on this airborne boss with help from Tinkerbell's pixie dust. Fly high!



Witness one of the many digitized images found only on the Sega CD!

**BLACK PEARL SOFTWARE****TOTAL CARNAGE**

SUPER NES

UKN. MEG

CARTRIDGE

The Kookistan desert becomes the staging ground as General Akhboob begins to cause trouble around the world.

Ace reporter Candy Blitzen is about to report on the news of the century when she and other reporters are suddenly captured by Akhboob's soldiers! Mayhem and Carnage have taken it upon themselves to rescue Candy from Akhboob!

In the arcade, Total Carnage is the sequel to Smash T.V., but this version contains even more action and hideous enemies to face than ever before!

You and a friend can take on the evil with an assortment of machine guns, flame throwers and other potent goodies!

Are you tough enough to take on Akhboob's rebel forces?



After The War Of 1999, Reporters Swarmed into The War Zone... Ace reporter babe, Candy Blitzen has been mysteriously abducted.



Orcus, the mother of all bosses has a near endless arsenal at his disposal!

**U.S. GOLD****INDIANA JONES & THE LAST CRUSADE™**

GENESIS

UKN. MEG

CARTRIDGE

The world renowned archeologist returns for an exploration through a plethora of bizarre lands.

Guide Indiana Jones through five levels to search for the legendary Holy Grail. The mission would be easier if the Nazis didn't want the awesome power of the Grail for themselves!

The game begins by rescuing Indy's father from the Nazis. After that, the game really takes off and follows the movie perfectly.

Indy's weapon arsenal includes his ever-trusty whip, but can also include guns, knives, and anything else Indiana Jones can get his hands upon.

Relive the blockbuster movie again and stop the Nazis from heisting the Holy Grail!



Take a ride on the old Dunn and Duffy Circus Train and travel to new lands.



This enemy may have a gun, but Indy can beat him with a crack of his whip!

# Mechanical Madness in The Gadget Kingdom.

The Gadget Kings Gem has been stolen, BOP and BUMP have been summoned to get it back. Follow them on a wild ride through the oceans and atmospheres in their quest to track down the evil THUMP and return the gem to the Gadget Kingdom. Twelve levels of the wildest arcade-action ever seen on the Sega™ Genesis™. Use any number of BOP and BUMP'S strange but effective defenses necessary to defeat their enemies. But watch out, because most of the inhabitants in this world of mechanical madness have a few surprises of their own. Sega Genesis Gadget Twins™ is a masterpiece of mechanical mayhem.



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## TURBO TECHNOLOGIES

### RIOT ZONE

TURBODOUO CD CD-ROM

Once again, the city streets have been rendered unsafe by drug lords and crime syndicates. Two brave men have answered the call to make the streets safe once again.

Two powerful characters, Debus and Asux are the warriors of choice. Each character has his very own technique to bash in the heads of the ruffians. Debus is the powerhouse with plenty of gusto behind his punches. Asux is the nimble dude with an ultra-powerful super kick!

Combat takes place through five excruciating rounds, each containing four levels. Wipe out these thugs and become the hero of your hometown.



Asux prepares to give this thug a swift boot to the head. Who's next in line?



Asux's special screw attack throws this enemy into a tornado frenzy!



Oof! Not every hero has his day. With a kick to the knees, Asux goes down.

## ELECTRONIC ARTS

### LOTUS TURBO CHALLENGE

GENESIS

8 MEG

CARTRIDGE

Many avid car fans are familiar with Lotus' original sports car, the Esprit Turbo and the Elan convertible coupe. Despite high car prices, Electronic Arts issues Lotus Turbo Challenge for all aspiring drivers!

In the options mode, the player can select from a wide range of choices that include an automatic or manual transmission, the configuration of the controller and a two-player, split-screen mode!

One or two players can compete for the top title as they race through dry, desert climates, snow-ridden highways and even the darkness of night.

Carren through sweeping corners and punch the throttle on those long straightaways. It's a turbo-charged rush!



Compete against computer controlled opponents in the one-player race.



For added challenge, race in the two player mode to your heart's content!

## RAZORSOFT

### KEEPER OF THE GATES

GENESIS

UKN. MEG

CARTRIDGE

The long-awaited sequel to Stormlord is finally here! Keeper of the Gates improves on every aspect that made Stormlord such a mega-hit!

Players will be faced with eight horizontal and vertical scrolling levels. This version requires even more of the thought and creativity to solve each of the extremely complex puzzles and traps.

The first thing you will notice is the size of the characters. They're gigantic! Also, six players can alternately compete in tournament play to test their adventuring skills to the max!

This unique game also features beautifully detailed enemies and slobbering bosses that can cut short any warrior's ferocity.



The action sure heats up as you face this blazing boss from the fire pit.



Maybe this boss should cut back on the weight loss program. Yeeh!



# "Nice Shot."



C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight ball.



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**GAME BOY**



**SUPER NINTENDO**



**Nintendo**  
ENTERTAINMENT  
SYSTEM™

Those nasty Neanderthal nerds have kidnapped the cave babes and it's up to Joe & Mac to get 'em back! Risk raging rapids, runaway boulders, tyrannosaurs and ptero-



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dactyls on your mega-mission to bash the bad guys and race to the rescue!

There's no time to lose—so grab a game and kick some dino-butt!

CIRCLE #116 ON READER SERVICE CARD.

T.T.I. / ATLAS

**SOMER ASSAULT**

TURBODUO 4 MEG CARTRIDGE

Here begins a story from a time and world not of our own. A sorceress wishes to use her evil powers to fulfil her conquest to rule the free world!

You are cast as a little coiled object with blazing guns strapped to your side. You must crawl along the walls and shoot enemies to get power-ups and points.

Each level contains useful utilities that warp you to new areas and create brick bridges. Twelve levels will challenge your intellect as you commence in combat with twelve of the sorceress' slaves that plan to bring the world under their power.

Somer Assault is a fast paced action game like none you've ever played before!



Being so flexible really helps! You can stretch your way around corners.



The first stage boss expertly wields Zodiac signs that contain power-ups.



Don't let this guy charge you up! This boss has a very predictable pattern.

RAZORSOFT

**OUTLANDER**

GENESIS

UKN. MEG

CARTRIDGE

The world is in total shambles. All law and order has been eliminated and only the outlaws rule, or so they think . . .

The Outlander is set to clean up the town! Driving in his souped-up car, he can blow away the bad-dies on their bikes with his built-in machine guns.

When the action takes to the streets, however, the only form of protection is his trusty shotgun to lay waste to the biker clans.



Waste the sinister bikers with your front-mounted machine guns.

RAZORSOFT

**JERRY GLANVILLE'S PIGSKIN FOOTBALL**

GENESIS

UKN. MEG

CARTRIDGE

Are you tired of those sissy football games where you simply knock the player down? Would you also like to beat the athletes to a pulp? If so, Pigskin Football is the game of choice.

You have the option to play in a variety of grueling stadiums, complete with an array of unique tactics that include stabbing, impaling and even shooting the other athletes! This game is unique and very twisted!



When the players are knocked-out and become dizzy, it's time to strike!

HI-TECH EXPRESSIONS

**MICKEY'S™ SAFARI IN LETTERLAND**

NES

UKN. MEG

CARTRIDGE

Join Mickey Mouse as he takes on Letterland in his latest action title release!

Mickey has all the makings of a true explorer. He must locate the missing letter tablets and return them to the museum.

For bonus points, Mickey can collect alphabet jewels that spell out key words.

Mickey's Safari in Letterland is a game geared for kids, but it's also got unique action.



The mysterious Letterland is a place filled with wondrous surprises.



# CAPTAIN AMERICA and The AVENGERS

**MARVEL**  
**COMICS**

SEGA  
**GENESIS**

**EXPLODING OUT OF THE ARCADES AND INTO YOUR GENESIS!**

As Captain America, Iron Man, Hawkeye or Vision, it's up to you and a friend to foil the Red Skull's diabolical plan for world domination. Battle out of the Avengers' most fearsome foes in this picture-perfect Genesis version of the New Easter arcade smash!

**COLLECTOR'S PIN INSIDE!**



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CIRCLE 118 ON READER SERVICE CARD

**SONY IMAGESOFT**

**MAKE YOUR OWN MUSIC VIDEO  
FEATURING KRIS KROSS**

SEGA CD    CD    CD-ROM

The hottest, new stars to ever wear their clothes backwards are now on CD! You can load up footage stored on disc and make a unique video to get you jumpin' with excitement!

Their hit songs like 'Jump' and 'I Missed the Bus' plus others are here for you aspiring mix masters! Take the controls and produce a music video unlike anything you've seen before!



If you can't seem to get enough of Kris Kross, then this soft is for you!

**SONY IMAGESOFT**

**MAKE YOUR OWN MUSIC VIDEO  
FEATURING C+C MUSIC FACTORY**

SEGA CD    CD    CD-ROM

This disc's 'gonna make you sweat! C+C Music Factory have put together a mix of video footage for you to manipulate into your own cool creation!

Original footage from the videos is here, but there is some never before seen footage as well! Just like in the Kris Kross CD, you will receive a grade for your video which can be saved to a video tape to show friends!



Watch the selected video monitors to choose footage to mix and match.

**T\*HQ**

**HOME ALONE 2™**

SUPER NES

UKN. MEG

CARTRIDGE

In the never-ending quest of sequels, T\*HQ once again introduces the comical antics of Kevin McCallister in Home Alone 2.

Kevin has been left alone, but this time he's not in a cozy neighborhood, but in the Big Apple!

Kevin's brave journey begins in the Plaza Hotel where Harry and Marv are searching for the little brat that gave them so much trouble during their last visit.

Kevin must now fight off the entire hotel staff with various items that can be acquired. Pop guns, necklaces and punch-bazookas provide the firepower while Kevin's unique sliding technique allows him to take out baggage and collect points and health.

Will Kevin's parents ever seem to remember him?



The senile women will take a swing at Kevin if he doesn't stun them first!



Kevin can put this truant officer on ice with the help of a stun gun.

**TAITO**

**NIGHT STRIKER**

SEGA CD

CD

CD-ROM

Compete in a true race of the future when you get behind the wheel of Night Striker. This revolutionary Sega CD title boasts superior graphics that pull you in and never let go!

Race through future-tech cities against formidable cybernetic opponents out to turn your car into trash!

The excitement doesn't end on the streets. In various special stages, your car has the ability to transform into a robotic fighter where you will battle an onslaught of futuristic invaders in a psychedelic 3-D perspective.

Two races are never the same either, because your path can take place over many exciting scenarios for a different race every time.



The first series of races takes place on the hyper-active city streets.



The cool 3-D scenes will take all your concentration to complete.

# Not Recommended For Cowards.

From deep within Mordroc's Castle, a foul stench rises up to mix with the cold, damp midnight air. In the deadly caves far below the surface, the evil wizard's pet fire-breathing dragon, Slog, guards the captive Princess Daphne. You, Dirk the Daring, walk steadily toward the castle gate. You feel no fear—but then, fear is for cowards. No other would dare to enter this perilous castle where Mordroc has imprisoned the helpless princess. But for you, there is no other possible course to take. Now is the time for heroes. Now is the time to enter the

## DRAGON'S LAIR™



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

DATA EAST USA, INC. 1800 Little Orchard St. San Jose, CA 95125

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CIRCLE #116 ON READER SERVICE CARD

**VIRGIN****DOUBLE DRAGON****GAME GEAR UKN. MEG CARTRIDGE**

The adventures of Billy and Jimmy Lee are about to hit the portable gaming market.

Once again, Marian has been kidnapped and the brave brothers must face the terrors of the Abobo brothers and Rowper.

Some of the levels have been redesigned to add a futuristic look and feel to this action packed fighting game.



The motorcycle thugs are awaiting your arrival in the warehouse.

**ACCLAIM****ALIEN 3™****GAMEBOY UKN. MEG CARTRIDGE**

The alien infestation returns to the portable scene! A forgotten prison installation, Fury 151, provides the perfect setting for Ripley and her fight for life.

Use many types of weaponry like pulse rifles and motion trackers to hunt down the aliens. The prison is filled with traps and hidden aliens so be on your guard against the infestation.



The aliens have made Fury 151 their new home! Destroy the alien eggs!

**ACCLAIM****BART VS. THE JUGGERNAUTS****GAMEBOY****UKN. MEG****CARTRIDGE**

Bart Simpson certainly has his work cut out for him this time!

The juggernauts have threatened to take over Springfield. Bart must challenge the juggernauts to a game of gladiatorial combat to save the city!

Compete in events like a joust on the nuclear plant towers and a 'shocking' battle against the evil juggernauts.

It's Bart in a portable video game unlike anything you've ever seen.



The juggernauts fight for their own survival and never think twice about it.

**SUNSOFT****LOONEY TUNES™****GAMEBOY****UKN. MEG****CARTRIDGE**

Take the original cartoon hi-jinks of all your Looney Tunes friends wherever you go!

Looney Tunes stars all your favorite characters from the shorts in different stages throughout the game!

Race through a desert, warehouse and lakefront in scenes right out of the cartoon series.

These and many more exciting episodes await all you cartoon lovers in Looney Tunes.



Wile E. Coyote is always hungry for a lunch break with the Road Runner.

**LIN****SPIDERMAN® 2****GAMEBOY****UKN. MEG****CARTRIDGE**

The original web-slinger is back for his second GameBoy adventure!

Dr. Octopus is leading a crime wave and he means business. Go into the neighborhoods and stop the forces of Mysteno and Hobboblin.

Use Spidey's trusty webs and his cunning skill to stop the crime wave and restore peace, at least until Part Three appears.



Super sticky hands really come in handy when scaling huge buildings.



SEGA  
GENESIS

# KICK SOME BALLS

You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

#### FEATURES:

- Adjustable difficulty levels and match lengths
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.
- Fast, smooth, multi-directional scrolling.
- Ability to save your game after each round.
- Single or two player simultaneous action.

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cert is sure to be a winner!" —SEGA PLAY



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WORLD  
TROPHY  
SOCCER™

CIRCLE #115 ON READER SERVICE CARD.



# Grip-it™

.....THE NEW, ONE HANDED VIDEO GAME CONTROLLER™

.....THE NEXT GENERATION IN GAME CONTROL™



The Grip-it™ Internal Motion Sensors put directional movement control totally in your hand!

Your Grip-it plays both

SEGA® GENESIS™



NINTENDO® 8 Bit

No Programming  
No Codes

1-800-3GRIP-IT

Look for this package at your local retailer!



A REVOLUTIONARY ONE HANDED CONCEPT IN VIDEO GAME CONTROL! COMPATIBLE WITH NINTENDO® 8 BIT AND SEGA® GENESIS™ 16 BIT SYSTEMS. A SIMPLE ONE PLUG CONNECTION TO ONE HANDED CONTROL™. NO MORE THUMB FATIGUE, WITH **Grip-it's™** ERGONOMIC DESIGN.

#### FEATURING:

- One Handed Control™
- Easy Start/Pause button
- Lighted A-B switch
- Quick response select button
- Rapid fire - Regular fire - Slow motion switch allowing control for beginners to experts. Control for all ages and levels.
- Convenient, natural action trigger for continuous action play
- Flexible 12 foot cord for unobscured movement and freedom of play.
- Total integration of game control, left, right, up, down and jump, with the natural movement of your hand.

CIRCLE #236 ON READER SERVICE CARD

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# WATCH YOUR OUR WORLD S

W O R L D C L A S S

## LEADERBOARD™ GOLF



17 different types of award-winning courses for one to four players. Includes "Hot Ball," "Skate" and "Wreck Signals."



"Look like the Ace of the Ace!" Digital voice and sound effects on all the holes.



Near the green use the special "Clap" and "Punch" shot options to improve your accuracy.



Ask your caddy which club he recommends and be sure to check the wind direction before you hit your next shot.



Weather conditions affect the roll of your ball on the green. Hit a little harder on wet greens and softer on the sand.

Tea it up on some of the world's most famous golf courses. Florida's Doral Country Club, a course so tough it has pros think about getting into a new line of work. Cypress Creek, the longest in Texas, this baby challenges even the largest hitters. Saint Andrews in Scotland, the true granddaddy of them all. And, if that's not enough, there's the custom designed Gauntlet Links, maybe the toughest of the four. So if you're ready for the excitement of world class action...This buh's for you!



Available for Sega® Genesis™

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U.S. GOLD

# SELF STAR IN SPORT SERIES.

## OLYMPIC GOLD



**Archery**

A bit harder than it looks. Wind speed will slow you, so pull back the bow carefully to affect the arrow's flight.



**100 Meter Sprint**

You'll need a fast start and wiggly speed to have a shot at the gold.



**Springboard Diving**

Four required dives and one optional. Scores are based on difficulty, execution and entry into the water.



**Pole Vaulting**

The hardest event. Plot the pole and time your release to clear the World Record height.



**110 Meter Hurdles**

Timing of your jumps is as important as speed if you hope to medal in this event.



**200 Meter Freestyle Swimming**

Hang those turns, but make sure you conserve your strength to sprint for the gold in the last 50 meters.



**Hammer Throw**

Trajectory, speed, angle of descent, you get the idea.



Official Licensed Product of the 1992 Barcelona Olympic Summer Games

Barcelona 1992. It's the Olympic Summer Games all over again. This is your once in a lifetime chance to prove yourself in the world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate in Olympic competition. Smash an Olympic Games record. Or beat up to three friends. Hey, you got to be tough. The world is your stage in this one.



Available for Sega® Genesis® and Game Gear®

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**U.S. GOLD**

CIRCLE #168 ON READER SERVICE CARD

# JVC, LUCASARTS & EGM WANT YOU!



## WANTED: JEDI KNIGHTS TO ANNIHILATE EMPIRE!

Ride the galaxy of evil Empire's evil. Join the Rebel Alliance today and blast your way through a dangerous, interstellar adventure.

But first, a little Jedi I.Q. test. Answer the following questions to see if you're worthy of this revered position. Six correct answers will qualify you to win one of the prizes below. Mail your answers to EGM at 1920 Highland Ave., Suite 222, Lombard, IL 60148 by January 31. Be sure to include your name, address and telephone number on your entry.

### FROM LUCASARTS:

1.) From what planet did Luke Skywalker get his lightsaber?

- A. New Republic
- B. Tatooine
- C. Alderaan

2.) Which is a Rebel Alliance starfighter?

- A. X-wing
- B. TIE Interceptor
- C. Star Destroyer

3.) Where does Luke Skywalker first meet Han Solo?

- A. In the cantina of the Mos Eisley Space Port
- B. In the hangar where the Millennium Falcon is docked
- C. At Bespin's College

4.) What is Darth Vader's other name?

- A. The Lord of the Sith
- B. The Lord of the Rings
- C. The Lord of the Droids

5.) What is the name of Han Solo's ship?

- A. Republic
- B. Millennium Falcon
- C. Enterprise

6.) What is the name of the Empire's ultimate weapon?

- A. Maelstrom
- B. Star Destroyer
- C. Death Star

Helpful Hint: The answer to at least one question appears on the Super Star Wars game box.

### GRAND PRIZE

One winner will get to have his or her face included in LucasArts' next Super Nintendo adventure, *Super Empire Strikes Back* (working title). Just supply EGM with a clear, color photo of your face, and the genius artists at LucasArts will transport you into Super Empire to join forces with the famous intergalactic hero of Star Wars!



### FIRST PRIZES

Five winners will receive a full-head Darth Vader mask suitable for scaring Th. Force out of any member of the Rebel Alliance.



### SECOND PRIZES

Five winners will get the just-released "From Star Wars to Jedi: The Making of a Saga." The video depicts the making of the "Star Wars" trilogy and is full of behind-the-scenes special effects and trivia.



### THIRD PRIZES

Ten winners will get an official, original 100% cotton "Star Wars" T-shirt.



# KING OF THE MONSTERS



## ONLY THE STRONGEST MONSTERS WILL SURVIVE

The Universe has turned, and Man is no longer master of the Earth. The Era of the Super Monster has arrived. Each monster is cruel and vicious, but who is the strongest Super Monster of all? Only through battle will this be known, as Cities are smashed and Man and quakes with fear!

Become one of four Super Monsters, and challenge the rest to combat. Fight with massive force and use special powers to defeat Monster and

human foes alike. Avoid the human's military might and smash their tanks and planes or use them as bludgeons against your fellow Monsters. Defeat all opponents and be crowned the greatest Super Monster of all!

- Battle through eight stages in four Battle Cities!
- Multiple Monster fighting techniques!
- Special deadly weapons for each Monster!
- Play against the computer or tackle another player head to head!

Great graphics, so-real sound effects, and amazingly lifelike street mapping all add to the fast-paced fun. Get King of the Monsters soon—before it gets you!



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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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CIRCLE #170 ON READER SERVICE CARD

# MORE FUN THAN ROLLIN'

What could be more fun than rolling Homer in the snow? Well, nothing... but these outrageous Simpsons™ video games are really close.

It's an avalanche of Simpsons™ hits on every video game system! More action, excitement and fun than Bart, Ho-Ho-Homer, and Krusty can shake a candy cane at. Naughty or nice, let everyone know you want The Simpsons™ video games... otherwise you'll get socks and underwear!

*(PSST, if you want to check out these games early... your parents hid the presents in the attic...again.)*



**BART VS. THE SPACE MUTANTS**  
ON NES™, GENESIS™  
AND GAME BOY™!

**BART VS. THE JUGGERNAUTS**  
FOR GAME BOY™!



**FART-BORG: THE WHOLE SIMPSON'S GANG!**



**SAVE THE EARTH WITH YOUR HANDY SLINGSHOT**



**ESCAPE FROM CAMP READY**  
FOR GAME BOY™!

**JUSTICE: JUST ENTERED THE ATOMIC AGE!**



**BART'S NIGHTMARE**  
FOR SNES™!



**GREAT BALLS OF FIRE!**



**BARTMAN VS. THE MUTIES**



**BANG OUT WITH BART AT CAMP READY**

**BARTMAN MEETS RABBITACTE MAN**  
ON NES™!

**BART VS. THE WORLD**  
ON NES™!



**"SLAP MASTER" BART SLAPS IT TO THE FARTHEST OBJECT!**



**SNAKES ARE WORSE THAN THE 100% FARTS!**



**KRUSTY'S FUN HOUSE**  
ON NES™, SNES™, GAME BOY™ AND GENESIS™!



**BART... IT'S THE HOTTEST SNOWMAN**



**IT'S NOT ABOUT HOW BIG IN OIL CRAT'S LAIR!**



# G HOMER IN THE SNOW!



**AKkaim**  
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**FLYING  
EDGE**  
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CIRCLE #150 ON READER SERVICE CARD.

# STREET FIGHTER

By Sushi-X

*Clearly the hottest video game in recent memory is Capcom's Street Fighter 2. Boasting recognizable characters and an enormous level of play technique, SF2 has succeeded in selling millions of copies (both coin-op and consumer formats), two arcade upgrades, and also captured EGM's award for "Best Game of the Year" for 1992.*

Out of all of the thousands of questions that roll into the offices of EGM each month, the most frequently asked inquiries ask about Champion Edition codes for the Super NES Street Fighter 2 and information, any information, about Street Fighter 3. While the jury's still out on the Champion codes (I'd rank their existence as doubtful), this article *will* try to address the potential of a third Street Fighter and what EGM would like to see in it.





The classic game in all of its glory! Who could have known it would be a hit?



While a four-player version of SF is possible, there are logistical problems.



Characters returning from the original Street Fighter would be a great addition!

Before I read off EGM's Street Fighter 3 wish list, it must be made clear that this article is not based on factual information. It is a compilation of what our office World Warriors (myself being the leader of the group) hope Capcom might include if and when they begin designing Street Fighter 3 (which their coin-op crew says is not even in development yet). I'm excited to share our ideas for an ending to this trilogy, but please don't think they are set in stone or even being considered.

So what makes Street Fighter 2 so incredibly popular? You're sure to get many different answers to this question, depending on who you ask. Many players like the selection of characters, extending themselves into the roles of Ryu, Chun Li, Blanka or any one of the game's twelve fighters. Others, on the other hand, enjoy the head-to-head action that the game delivers. Maintaining a position of prominence at an arcade machine while competitors sulk

machine while competitors sulk away, their on-screen alter egos brutalized and battered, is the all-new video game high! Still others, however, simply like the toe-to-toe combat and strategy required to win.

For a second sequel to work it would clearly need to embrace all of the aspects of play that made part two such a universal hit. Expansion upon the themes would also be a must, but the skilled developers of Capcom would have to temper their desire for a new look to the game with the important understanding that any deviation in game play could prove detrimental.

### THE NEW NAMES IN TOWN...

One of the easiest, and coolest, features that Capcom could program into any future Street Fighter sequel would be the return of Birdie, Gen,

Lee, Eagle and the rest of the SF 1 stars! Why did only a handful of the original characters make it into part two? Bring them all back and make sure they're equipped with a host of new special moves!

While we're on the subject of new characters, don't you think new additions to the cast are in order? How about more women, some quick and fast kids, or even new mutants? Imagine meeting Blanka's long-lost brother - or having the two siblings battle! It would be electrifying to say the least! And if you're going to add new characters, how about representation from other countries like Canada, Mexico, Australia, etc. Whether the fight was in the Yukon, desert or down under, you can bet Capcom would deliver big time!

### THE BIG POW...

Adding additional techniques certainly couldn't hurt the new Street Fighter 3 game. Among the most important moves EGM feels should



### Ryu • Ken

We'd love to see our favorite pair of World Warriors get different colored fireballs with different speeds and effectiveness, as well as variable powered Dragon Punches.



### Chun Li • Guile

Let Chun Li's Lightning Kick thwart Fireball attacks and add a double hit move - perhaps her back flip. Insert a delay between Guile's sonic booms (about half as long as Ryu's).



### Blanka • E. Honda

How about combining Blanka's Roll Attack with his Electric move for a double-damage Electric Roll? And what if E. Honda's 100 Hands attack deflected fireballs back at the attacker?



### Zangief • Dhalsim

We'd love to see Capcom give the Russian Zangief a charging move, perhaps a shoulder thrust. Dhalsim should also be able to use his meditation powers to levitate for flying attacks!



be included are a new set of special moves that can be accessed only when a character is nearly out of energy. These finishing moves would offer Capcom designers the chance to show some really gruesome blows! While they're at it, a plain old knockout punch and kick could alter offensive and defensive

## KEN: The Martial Arts Master and the Number One World Warrior!

Hey, World Warriors! Ever wonder who my favorite Street Fighter character is? Ever since Fighting Street materialized in Japan, I have held

a powerful connection to the American Sheng Long disciple, Ken. Even Ryu cannot withstand his wrath for long! Ken's full berserk-rage is virtually unmatched among all the World Warriors! He has perfected the deadly wide range Dragon Punch and hypersonic Hurricane Kick, affectionately known as the "eggbeater." Ken is not only the most dangerous World Warrior around, but he also has a heart of gold, as his true love, Eliza knows.



strategies by giving astute street fighters occasional opportunities to do in their opponents without warning! Think of the power you could soon wield in Street Fighter 3!

It would be better if throws could only be accomplished as counter moves, making it impossible to hurt participants who are legally in a defensive, blocking position. While we're talking about defensive statures, every character in Street Fighter 3 should be given some type of defense against the long range attacks, either by being given their own Fireball assault or a cancelling or deflecting move.

### BAN THE THROW!

In any new Street Fighter game, I think they should make it much more difficult to institute throws. They're just too common and they inflict far too much damage for the ease at which they can be executed.

## SPECIAL EGM CONTEST!!!

We've received great response to our EGM Envelope Art since the first issue it was spotlighted! Now we want all of you budding artists (and Street Fighter fans) to use your creative talents to design new uniforms for the World Warriors to wear in part three!

Pick your favorite character, or the one you hate the most, but put pen to paper and give us your impressions of what the world's most popular fighters should be wearing in '93! The top best will appear in a future issue of EGM and receive an EGM T-Shirt! All entries become the property of Sendai Publishing Group. Give it a try, and your World Warrior

may make it into the biggest and best video game mag around - EGM, just like our friend Bolloway's rendition of Chun Li above. Send to: Sendai Publishing Group, Street Fighter 2 Costumes Contest, 1920 Highland Avenue, Suite 222, Lombard, IL 60148.



## DETAILS, DETAILS...

Like video games in general, EGM feels that the next Street Fighter episode should make the same monumental jump in audio and visual technology that part two did over the original. If you compare these two great games, you see sharper graphics, more fluid animation, and backgrounds that now crackle with activity.

Although employing real actors in the roles of Ryu, Chun Li, Dhalsim, etc. and then digitizing their images might produce an effect too similar to Mortal Kombat, it would still be way cool. Even if real actors aren't used in the next Street Fighter sequel, creating more settings and using a wider variety of colors would definitely spruce up play. Adding more background movement would also be attractive. A new orchestrated sound track would support the intensity of the game to an even greater extent.

---

***"...While the prospect of competing against a gang of other warriors may sound appealing to die hard fans, the possibilities of team play would be awesome!"***

---



Without a doubt, no matter how it looks, Street Fighter 3 will be an instant hit!

## TWO IS BATTLE, FOUR IS A WAR...

One of the most consistent speculations surrounding a new Street Fighter 3 game is that the play will involve up to four players at the same time!

While the prospect of competing against a gang of other warriors may sound appealing to the most die hard SF fans, the possibilities of team play, with two fighters joining in battle against a computer-controlled duo or another pair of human opponents would undoubtedly be awesome! The play mechanics would have to be changed, however, to allow for player-control over which direction the warrior is facing.

Whatever the outcome of Capcom's sure-to-come sequel, you can bet that it will be filled to the brim with action and excitement...and that EGM will be the first in line to play!

## SF2 ON GENESIS: TRUE OR FALSE?

For players who have yet to upgrade to the Nintendo 16-Bit, the only way to play Street Fighter 2 is to travel to the local arcade. The questions surrounding SF2's arrival on the Sega platform have been hovering about since the first announcement that the blockbuster arcade smash would appear on the Super NES. So what's the latest news?

Officially, Capcom continues to deny the existence of any Street Fighter 2 game development for the Genesis. Although many inside sources have privately told EGM that the game is on its way for sale next summer, Capcom has yet to give their blessing to this news and we must believe their statements. I'm sure it would be a great game and I hope it appears soon!



If Street Fighter 2 were ever to be released on the Genesis you could expect a special controller as well!

## The Creation of a Video Game Legend...

How do you set out to design the most popular video game of the '90s? You start from scratch, of course, with a fantastic idea and incredible characters!

These special sketches, originally published by EGM in April, show the genesis of how Street Fighter 2 came into being. Drawing upon the creative energies of the most talented game designers in the business, Capcom created a whole new category of gaming!

Just think how different the game would be if these wild ideas were used instead of the familiar characters we all know!



### BLANKA

Originally, the wild man Blanka was going to be half man/half tiger as this early sketch shows!

### CHUN LI

In these early pre-production drawings of Chun Li, she was going to wear military garb!



### VEGA

The inspiration for this character appears to be closer to King Arthur's round table than Street Fighter!

# GOTHAM CITY IS FOR BOTH

IT'S PAYBACK TIME.  
ON 16-BIT SYSTEMS



**BATMAN™** REVENGE OF  
**THE JOKER™**

# NOT BIG ENOUGH OF THEM.



Batman™ Revenge of The Joker™  
Only from

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**SUPER NES**

## CITY SCUM!

Several months ago, the city was ravaged by a mindless street gang and their nefarious leader, Mr. Big. Although the gang's operations have been dissolved and its members scattered, the threat continues.

Smashing through the 16-Bit barrier, Rival Turf 2 absolutely demolishes its predecessor in every category! With the addition of



**MIKE & PAL.**

The familiar heroes from Rival Turf have returned with a vengeance!



Give those thugs a taste of your own recipe: the knuckle sandwich special!



Use all new characters in this grueling battle against the worst gang in history!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	JALECO	SUPER NES	MODERATE	1993
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
12 MEG	N/A	FIGHTING	60%	

# RIVAL TURF 2

## MAIN MAP

Follow your ongoing battle between each incredible level of terror with the city map.



new characters to control, awesome cinema pictures, and cranking tunes, Rival Turf 2 will challenge other street-fighting games in its class!

The story begins as you receive calls about gang violence throughout the city. After studying each incident, you realize the M.O. of the crimes, Mr. Big, is back, and this time he means business! Luckily, you've made some friends and trained hard

to improve your fighting skills. You and a friend can comb the city together as a team or individually. Look for highly improved graphic details in each character, along with backgrounds that will blow you away! If you get bored saving the city, you can always grab a friend and fight head-to-head in the optional battle mode. Rival Turf 2 has it all and more!

## AWESOME SCROLLING MAPS!







## BOSS ONE

You must now duke it out with the first Boss in a factory full of rowdy and screaming workers! Bird will come at you with blazing speed! Dodge his running attacks and counter with a jump kick or corner him for a throw!



If you get too close to Bird he will grab you and backdrop you onto the ground.



Dinner is served. Don't let yourself become the next char-broiled steak!



If you play your cards right you can trap this bully and throw him over the top!



## JUNGLE LEVEL

Once you reach the jungle, you will face guerilla fighters armed to the teeth! As Kazan, you will need all your ninja speed and skills to overcome the odds. Several of your enemies carry lead pipes, while others prefer to pummel you with their bare hands. Steer clear of the pipe-toting dudes but take out the rest. You'll have fewer distractions during the fight.



Pipes, pipes, and more pipes! Doesn't anyone believe in guns anymore?



Once you reach the Rock Level, you are ambushed by several chumps in an alley.



After defeating an end-level boss you will be introduced to a new character.

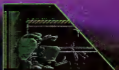


Speed and accuracy are necessary when fighting these sluggish foes.



As Norton, you can protect and defend your turf with clear ease! Nougat!

**SUPER NES**



**VULCAN**



**JET BOOSTER**



**SHIELD**

**MISSILE**



**PUNCH**



Power-chips boost weapon strength.

These will restore part of your health.

**H. LASER**



# CYBERNATOR

## A TIME OF RECKONING

Far into the Earth's future, a war has broken out between countries fighting over the remaining fossil fuels and territorial rights to the moon. Both sides developed new technologies and came up with the most destructive forces ever seen.

Take the role of Jake, a man who is not fighting this war for patriotism or glory, but simply because he was drafted, and believes it is his duty. You are in

control of his battleship suit and are stationed with the battleship Versis. Be prepared for one intense assault in this future land! The plot of the game is very involving and progresses as you advance. The Super NES capabilities are used to the max in this game. There are tons of objects to shoot at, huge boss characters, and special effects galore! The attention to detail is glorified when your mach overfleats while falling into the atmosphere or when you blast holes in every wall you find! Packed with challenge and mind-blowing action, this is a true winner!

**MAJOR BELDARK**

An experienced mech fighter and the enemy leader. He will never accept defeat!



**JAKE**

In a time of chaos, Jake fights for only one reason - it is his duty as a soldier.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	SUPER NES	HARD	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	7	ACTION	95%

## MISSION ONE

The first mission towards freedom. Enter the outskirts of a space colony and take out the main flagship of the enemy forces. You must quickly find the ship's energy booster, because it is preparing to fire on the Versel!



Be sure to search the entire place; Hidden power chips abound here!



Once you reach the end of the colony, you will see the enemy booster being hoisted up onto the gigantic vessel. While dodging the turret guns, concentrate your fire on the booster so that the Versel is free of danger!

## MISSION TWO

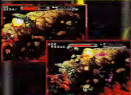
In mission two, you need to attack a mining camp. You start off soaring, mounted on a propulsion unit that is very much like a side-scrolling shooter. As you enter the base, there is no gravity, but you have free control of your movements!



Next you must make an assault on the meteor station Ark Nova. First, you need to break into the station and wreak havoc on the crew. The enemy will then try to plunge the whole station into the Earth, so it's off to destroy the engines before it's too late!



You will descend from space onto the Earth's surface. As you begin to overheat, you are rescued, and land on the planet. This is where you will first fight Major Baldark. After the fight, you will need to get to the supply shuttle and shoot it down!



Strap on your jets and sail into a furious side-scrolling shooter!



Time to bust into Ark Nova and slaughter the vile enemy!



As you descend to the Earth, fight until you are rescued.



Then attack the mining colony in a wild no-gravity zone!



First cause some havoc inside, then bring the whole thing down!



Fight to the docking bay, then pursue the shuttle into the air!



Watch out for a surprise attack from a mobile artillery vessel!



Before it crashes, destroy Ark Nova's turbines!



**FEEL THE POWER!!**

Joe was an everyday street rumbler who always dreamed of becoming the greatest fighter in the world. After many years of intense training, the time has come for Joe

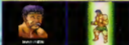
to test his skills against the world's best. Power Moves takes fighting to the highest degree. As Joe, you must battle your way through seven countries to reach the final challenge. You can play as various characters in the two-player versus model.



**POWER MOVES**



**JOE**



Warren is a Hawaiian native who turned his everyday instincts for survival into one of the most potent fighting techniques. Joe must defeat him first in Hawaii to advance.



**L, R, PUNCH, AND KICK**      **JUMP, BRANCH, AND KICK**

**LEVEL ONE: HAWAII**



**L, R, PUNCH, AND KICK**      **DOWN, PUNCH, AND KICK**



Vagnad, a Siberian worker in Russia, heard of Joe's amazing accomplishments and challenged him to a battle on his home front. Vagnad is also an expert wrestler.



**LEVEL TWO: RUSSIA**



**L, R, PUNCH, AND KICK**      **FORWARD, PUNCH, AND KICK**



Deep from within the jungles of Kenya emerges a half human mutant named Baraki. He has the skill to roll himself into a ball and launch himself at anything.



**LEVEL THREE: KENYA**



Known throughout Japan for his fierce fighting skills, Booh's spiritual background gives him the ability to disappear and reappear. Joe faces him in a grueling and bloody duel.



## LEVEL FOUR: JAPAN



China, known for its savage warriors, has produced Gaolun, Master of the Blooded Tonfas. Make one false move and Gaolun can hit you with a devastating triple-hit combo!



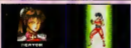
## LEVEL FIVE: CHINA



Ah, Spain! The land of the fearless bull fighter. Enter Nick, Spain's number one matador. Bored with petty bullfighting, Nick has found a more worthy sport: street fighting!



## LEVEL SIX: SPAIN



Reason: the only female fighter in the competition, makes use of her perfect gymnastic abilities. She also has the fastest moves in the circuit, so you'd better watch your back!



## LEVEL SEVEN: THAILAND

**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>KANEKO</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>DECEMBER</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>8</b>	<b>FIGHTING</b>	<b>75%</b>



**SUPER NES**

# DRAGON'S LAIR

## THE WEAPONS



This shadow knight strikes the ground with an electrical charge from his sword!



The Lizard King will chase Dirk around the castle, determined to squash him!



Maneuver Dirk through the waterways. Watch out for sea snakes and lethal fish!



Take a bite out of this giant snake Boss. Avoid the baby pterodactyls he spits out!

## YOUR QUEST AWAITS...

Delve deep into the castle of Mordroc, the evil wizard who has taken beautiful Princess Daphne prisoner. Only Dirk the Daring can rescue the fair maiden from the clutches of the hideous fire-breathing dragon guarding her in the cold caves beneath the keep. Lead the valiant knight through this trap-ridden fortress full of enchanted monsters and slay the dragonbeast once and for all!



## FACT FILE

MANUFACTURER	RELEASE	DIFFICULTY	AVAILABLE
<b>DATA EAST</b>	<b>SUPER NES</b>	<b>HARD</b>	<b>FEBRUARY</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>4 MEG</b>	<b>24</b>	<b>ACTION</b>	<b>100%</b>

## MORDROC'S CASTLE WALLS



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SUPER NES

# X ZONE



## STAGE 1:

Parachute and drift down to the computer stronghold. There's no Boss here, only a time limit as you fall to the target.



## STAGE 2:

Three Bosses will confront you here: two sand worms and a land walker! There is also a variety of tanks and vehicles!



## STAGE 3:

Outside the complex, scan the walls for an entrance. The computer will try and stop you at all costs!



## IN THE FUTURE...

Imagine a computer that controls the most essential weaponry of the world. Suddenly, it malfunctions and leaves the future of the planet in your hands. Enter the computer compound and shut it down before it's too late! Armed with your energy launcher and body armor, shoot your way through seven levels of non-stop excitement! Fight wave after wave of land walkers, tanks, jets, sand worms, death probes, missiles and nearly every other weapon imaginable! Select from three difficulty levels and grab your Super Scoop. Set your sights on this shooting frenzy, take aim and fire!



Eliminate the wave of land walkers as you advance to the computer complex!



Destroy everything on the walls. Watch out for the onslaught of enemy fire!



LEVEL 2 BOSS: This intimidating Nasty shoots machine guns and fires rockets!



This hovercraft Boss is armed to the teeth with an arsenal of deadly weapons!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KEMCO	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	7	ACTION	100%





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TECMO  
SUPER NES



# NBA SUPER BASKETBALL

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TECMO	SUPER NES	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	80%



At the end of the game, you are treated to info on other games played in the NBA.



All of the players' stats are listed for easy reference when choosing your team!



Get ready for a half-time show that you'll never forget!



There it is! Get ready for the slam dunk and watch the crowd roar with joy!



Watch your step on the court! It can get pretty crowded out there!



Should a foul be called, you get to shoot from the free throw line!

## TECMO SHINES ON THE SUPER NES

That's right! Tecmo has finally decided to bring their sports expertise to the Super NES with a new basketball game licensed from the NBA!

Get ready for the B-ball game of a lifetime! This cart does what no other basketball game ever did! The control is all there, no problems doing simple lay-ups or a terrific slam dunk! The cinemas also bring the game to life, not to mention the massive amounts of stats containing all of the actual players and big names! Tecmo has made one awesome basketball game!



TECMO'S



Be careful, because the referee is watching your every move!

# BUSTIN' THROUGH FOR YOU!



When the evil Dr. Eggman kidnaps both your best buddy and the best looking girl in the city of the Mushroom Kingdom, what do you guess do about it? (You don't!) Call the cops! No way — you're a BUSTIN' THROUGH! So strap on your boots, fly up the ladder and get on down to the Dark Bowser (oh-oh — we don't forget to take along his jet pack, the Super Bandaid and the Super Like because you'll need 'em all for your game master post-haste and get the big one here with your game all right!



Hasn't your whole year got ready to play the most random football game ever produced? It's the wild, wild, wild game of Football Football through the jungle using the biggest range of odd players. Every detail of football might have — from the opening kickoff to the goal game plan. You'll find the clues you need the paper. After all, you're a game master — a PRO QUARTERBACK!



Big the world and get ready to have a blast! Now's a hot and hazy time to give with a difference — meet the most colorful, pack up the performance game and world as a result of what's new to have done it when you can't wait to have through 20 levels of GAMING! PHL M coming on a different track for each year releases in your favorite world!

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GENESIS  
GENESIS GAMES

TRADEWEST

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The  
Legend  
Continues...



TRADEWEST

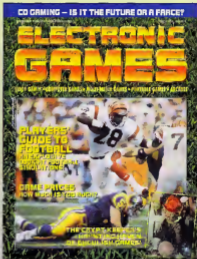
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Gargoyles are waiting outside the house. Lock the doors or they'll tear you apart!



This vicious cyclops can send you to an early grave if you cross his path.



Lord British has spoken of the horrible Gar-folk who are capturing the shrines.



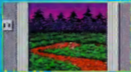
This glowing moonstone can warp you to Britannia or it's secret underworld.



Board a ship and travel across the ocean, but don't fall off the edge of the world!



A sacrifice a day will keep the monsters away. You must get out alive!



Through this doorway a world of adventure and mystery awaits.



Explore each and every house. You'd be amazed at the information you can find.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FCL	SUPER NES	HARD	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	RPG	95%

## DANGER LURKS EVERYWHERE!

It has been destined since the beginning of time. You, the avatar, must unite the two warring races of the world Britannia: the humans, and the gargoyles. Join a band of brave adventurers as they journey across a land full of mystery and danger.

Ultima: False Prophet is the latest in the line of great RPGs by FCL. The enhanced 16-Bit graphics and a truly interactive world sets this one apart from all previous games. The music, a rich variety of medieval tunes, helps bring the play to life. So pack your gear and prepare yourself for the ultimate in adventure! Unite or die!

# Ultima

## the FALSE PROPHET



# WHEN YOU RACE WITH "THE DUEL," IT'S ADVISABLE TO CARRY A SPARE.



Now Available  
for the  
Super NES™



The knuckles turn white. The sweat turns cold. The heart turns cartwheels. That's what you can expect behind the wheel of the #1 racing title in history, *The Duel: Test Drive II*™, now for Sega's Genesis®.

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**SUPER NES**

# GODS

**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>MINDSCAPE</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>DECEMBER</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>12</b>	<b>ACTION</b>	<b>100%</b>



Question mark icons will give a hint of what to do if things get confusing.



Collecting keys will open certain doors and treasure chests full of power-ups.



Levers throughout each maze destroy obstacles and open up new passages.



Each level is a labyrinth filled with unworldly beasts and rich treasures.



Find the shopkeeper and purchase some much-needed health replenishers...



...or if you're in a destructive mood, load up on some really killer power-ups!

## divine journey!

The gods have thrown down the gauntlet for only the bravest and strongest of warriors - the legendary Hercules! Gods cast you in the role of this mighty mortal who must traverse through long and twisting mazes and defeat the evil monsters lurking within. Slay the enemies to earn points and money needed to buy more powerful weapons. Are you up to this divine challenge? Survive this Herculean ordeal and you shall be granted immortality!



**hercules**





# DRAGON WARRIOR IV



Dragon Warrior II gave your party an immense land to explore...and let's not forget Malroth!



Dragon Warrior III gave you the ability to change your party, new forms of transportation, day and night cycle, and Zoma, of course!

**Experience One of the Most Intricate, Cutting-Edge RPGs of Our Time.**

- Battle through 4 separate quests.
- Explore an all new and immense land.
- Travel with a horse and wagon, ship or balloon.
- Bring all your companions together for a 5th and final quest.



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**SUPER NES**

# AEROBIZ

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KOEI	SUPER NES	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SIMULATION	95%	

## THERE'S NO BIZ LIKE AEROBIZ

Simulators first gained popularity on home computers, and now they're gaining acceptance on the Super NES. This airline operation game puts you not in the cockpit, but in the office where you control every aspect of owning and controlling a major airline. Up to four people can play

against each other or a single person can compete tooth and nail against several computer opponents. The player is in charge of everything from purchasing and maintenance to advertising and cross-continent negotiations! There are several levels of play ranging from beginner to pro. Many aspects

of the business must be controlled and monitored as you attempt to gain dominance of the world's cultural airline industry and permanently ground your competition! With realistic business and current international events, this fantastic simulator really soars!



The top half of the advertisement features a dramatic landscape. A large, glowing orange sun or moon is partially obscured by dark, swirling clouds in the upper left. A long, silver sword with a cross-guard and a hilt featuring orange and black details is positioned horizontally across the middle. Below the sword, a stone castle with multiple spires sits atop a dark, rocky cliff. The sky is a mix of deep purple and magenta, and the surrounding mountains are rendered in shades of blue and purple.

# Soul Blazer

Do RPG games emphasize boredom instead of excitement?  
OR do you feel action games work your FINGERS, not your MIND?

## Get the Best of Both Worlds

*Intense action and graphics combined with a mind-bending storyline sure to challenge all the above. ■ No wonder EGM declared, "If you combine Zelda and ActRaiser (two of the best), you will get SoulBlazer."*

From the people who brought you ActRaiser.



**ENIX AMERICA  
CORPORATION**

CIRCLE #172 ON READER SERVICE CARD

Licensed for play on the  
**SUPER NINTENDO.**  
ENTERTAINMENT SYSTEMS



## SO REAL YOU WILL HAVE BRUISES!

We seem to have finally reached the point where the Super NES has a good football game. The guys at Konami have put together a killer sports cart. The graphics are so cool you will not believe your eyes. They utilize mode 7 with excellent detail, throwing in some eye-catching zooms and a rotating field. On top of all this technical wizardry they also use the real NFL teams and stadiums. There are plenty of plays for both the offense and the defense, accessible by an on-screen playbook. The running game has automatic hand-offs and pitch-outs which allow you to concentrate on your running moves. For the passing game, your receivers will run pre-assigned routes and you can throw to them just by hitting one of the four buttons on the control pad. This is a must-have cart for any football fan who owns a Super NES!



Choose your favorite team and decide which stadium you wish to play at.



The Super NES pad indicates the player you control. Now get in there!



Your playbooks are stuffed full of both easy and extremely tricky plays!



It's time to see how the teams match up on the grading scale before the game.



At the kickoff and extra point screens you can gauge power by the ball's color.



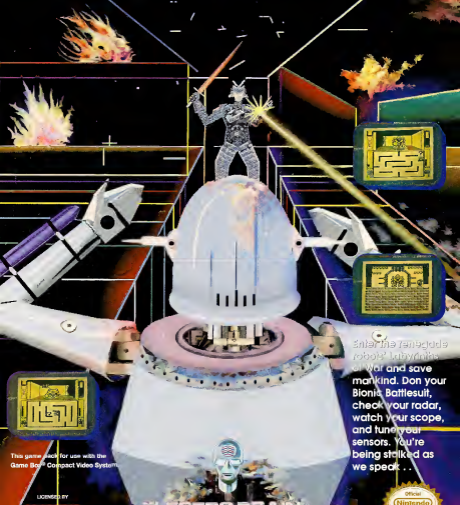
Paydirt! You made the touchdown! You've made your coach a happy man.

# NFL FOOTBALL

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	SUPER NES	MODERATE	2 <sup>nd</sup> QTR., 93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	N/A	SPORTS	95%	

HIDE AND SEEK HAS TURNED DEADLY.

# BIONIC BATTLER™



Enter the renegade robot's labyrinths of war and save mankind. Don your Bionic Battlesuit, check your radar, watch your scope, and tune your sensors. You're being stalked as we speak...

This game pack for use with the Game Boy™ Compact Video System.

LICENSED BY

**Nintendo**

573 EAST 300 SOUTH STREET, SALT LAKE CITY, UTAH 84102, TEL: PHONE (801) 531-1867  
©1999 NINTENDO. ALL RIGHTS RESERVED. SERVICE CARD



SLIPPER NES

# PRO QUARTERBACK

## FOOTBALL HERO!

Pro Quarterback is entering the sports arena for the Super NES! You and a friend can choose from 28 pigskin teams and head to the field armed with a huge playbook. Deceive the crowd with trick plays and make them greave as you lay bone-crunching tackles complete with digitized grunts and groans! The Mode 7 graphics will wow you as the game perspective changes from above and behind the QB! So gear up and go for the bomb!

### AWESOME ANIMATED SCOREBOARD DISPLAY!



INCOMPLETE PASS



INTERCEPTION

The scoreboard will light up with an animated graphic after a play or when the referee makes a call! These are two of the sequences.

### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRADEWEST	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SPORTS	95%

## COOL DIGITIZED SCENES



The QB tucks back!



Nice play! Touchdown!



A close one for Frisco!



Blue 32... Blue 32... Hike! Drop back, look for an open receiver, and fire away!

### OPTIONS

Players	1 Player
Team 1	New York II
Team 2	San Francisco
Str. Length	6 Minutes
Field	Artificial
Player 1 D.	On
Music	On

Select the game parameters before the action begins on the options screen!



Make a thrilling play and watch some elaborate touchdown celebrations!



Choose from a wide range of offensive and defensive plays and go for it!



This stunned ballcarrier gets a friendly greeting from one of the linebackers!

Team	QB	RB	WR	TE	OL	DL	LB	CB	S
1	14	14	14	14	14	14	14	14	14
2	14	14	14	14	14	14	14	14	14
3	14	14	14	14	14	14	14	14	14
4	14	14	14	14	14	14	14	14	14
5	14	14	14	14	14	14	14	14	14
6	14	14	14	14	14	14	14	14	14
7	14	14	14	14	14	14	14	14	14
8	14	14	14	14	14	14	14	14	14
9	14	14	14	14	14	14	14	14	14
10	14	14	14	14	14	14	14	14	14
11	14	14	14	14	14	14	14	14	14
12	14	14	14	14	14	14	14	14	14
13	14	14	14	14	14	14	14	14	14
14	14	14	14	14	14	14	14	14	14
15	14	14	14	14	14	14	14	14	14
16	14	14	14	14	14	14	14	14	14
17	14	14	14	14	14	14	14	14	14
18	14	14	14	14	14	14	14	14	14
19	14	14	14	14	14	14	14	14	14
20	14	14	14	14	14	14	14	14	14
21	14	14	14	14	14	14	14	14	14
22	14	14	14	14	14	14	14	14	14
23	14	14	14	14	14	14	14	14	14
24	14	14	14	14	14	14	14	14	14
25	14	14	14	14	14	14	14	14	14
26	14	14	14	14	14	14	14	14	14
27	14	14	14	14	14	14	14	14	14
28	14	14	14	14	14	14	14	14	14

Halftime and postgame stats reveal the strong and weak points of each team.

# TO BE...OR NOT TO BE...



International Match



Enter the KUMATE arena with your partner to challenge



KUMATE (for those who dare)



Select your style from over 60 moves

## BEST OF THE BEST CHAMPIONSHIP

### Karate

## THIS IS THE REAL STUFF

ACTUAL TRAINING • BEST FIGHTERS IN THE WORLD • DIGITIZED ANIMATION • INCREDIBLE ACTION  
FIFTY-FIVE WORLD CLASS FIGHTERS, TRAIN, SPAR, PICK A STYLE OR CREATE YOUR OWN  
ENTER THE MYTHOGENICAL ARENA, MAYBE YOU'LL BE GOOD ENOUGH TO BE INVITED TO THE 'KUMATE'  
THE CHALLENGE AWAITS.

AVAILABLE IN  
SNES™  
NES™  
GAME BOY

1 or 2-players.



ELCOTRON GAMES

573 EAST 200 SOUTH STREET, SALT LAKE CITY, UTAH 84102, TELEPHONE (801) 531-1667  
CIRCLE #156 ON READER SERVICE CARD

## NBA ACTION!

Basketball fans never seem to get enough of the NBA and its excitement. Now they can see their favorite players in action whenever they want!

**NBA**

Choose from 27 of the best athletes in the league in this hoops game! Compete in one of five different playing modes: one-on-ones, 3-point, free-throw, horse, and the one-on-one tournament. Expect fierce competition with these high caliber players. Take the challenge and play alongside the NBA elite!

# ALL-STAR CHALLENGE

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCLAIM	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	99%



Air Jordan slams one home against Isiah Thomas in the one-on-one mode.



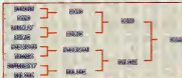
Hersey Hawkins demonstrates excellent shooting form at the free-throw line.



See who's the king of long-range bombs in the 3-point shoot-out competition.



A friendly game of Horse can help relieve the stress of regular season competition.



## BASKETBALL HOT-SHOTS

These guys are the cream of the NBA crop! Select your favorite player!



CHARLES BARKLEY



TONY CAMPBELL



BRAD DAUGHERTY



PATRICK EWING



HERSEY HAWKINS



SHAWN KEMP



KARL MALONE



REGGIE MILLER



DIKEMBE MUTOMBO



J.R. REID



ALVIN ROBERTSON



RONNY SEIKALY



ISIAH THOMAS



JAMES WORTHY



LARRY BIRD



DERICK COLEMAN



CLYDE DREGLER



DEREK HARPER



MICHAEL JORDAN



BERNARD KING



DANNY MANNING



CHRIS MULLIN



HAKEEM OLAJUWON



MITCH RICHMOND



DAVID ROBINSON



SCOTT SKILES



DOMINIQUE WILKINS



**Thy quest brave warrior:  
Save the world from the threat of evil domination.**



# KINGDOM CRUSADE™

The game pack for use with the  
Game Boy® Compact Video System.

LICENSED BY

**Nintendo**



**ELECTRO BRAIN®**

The fate of the Kingdom is in thy hands. Choose the most effective warriors for each battle, from wizards to giants, to fight against the evil army. If your tactics are skillful and your sword arm strong you may stand a chance against the rising enemy forces.



573 EAST 300 SOUTH STREET, SALT LAKE CITY, UTAH 84102. TELEPHONE (801) 531-1867  
CIRCLE #156 ON READER SERVICE CARD.

**SUPER NES**



Teach this big boy not to play with sticks. A few kicks to the tummy should do!



Go to the park where there are always fun things to do and unusual people to beat.



Don't be shy! Get out on the dance floor and show 'em what you got. Cut a rug!



Spend the afternoon at the old ball park. Knuckle balls will be flying all day!



Please no roughhousing in the elevator. Some people have to learn the hard way!



You can pit character against character in a special option mode. Familiar?!

**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
AMER. TECHNOS	SUPER NES	MODERATE	JANUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
12 MEG	6	ACTION	90%

## BIG BAD BASHING BUDDIES!

As a member of the Combatribes you must try your hardest to clean up the meanest and dirtiest town in America. A woman by the name of Splatterhead has organized all the street gangs and formed a sinister organization called Ground Zero.

This is a great re-creation of the original arcade version. Some things are a little different (the levels are slightly smaller) but the folks at Technos did add a character-versus-character mode where you can play as any of the bosses. For those of you who loved the arcade version, you'll find other enhancements added just for the Super NES. Prepare yourself for combat with Combatribes!

# THE COMBATRIBES



# MOUSE TRAP Hotel™

This game pak for use with the Game Boy Compact Video Game System.



LICENSED BY

**Nintendo**

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220 EAST 200 SOUTH STREET, SALT LAKE CITY, UT 84119

Official  
**Nintendo**  
Seal of Quality

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T•HQ, Inc.

THQ

JUNDOFT

TAITO



reanest



King of Kings



Super Bowl



Art of War



Beats of Rage



Beats of Rage 2



Beats of Rage 3



Beats of Rage 4



Beats of Rage 5



Beats of Rage 6



Beats of Rage 7



Beats of Rage 8



Beats of Rage 9



Beats of Rage 10



Beats of Rage 11



Beats of Rage 12



Beats of Rage 13



Beats of Rage 14



Beats of Rage 15



Beats of Rage 16



Beats of Rage 17



Beats of Rage 18



Beats of Rage 19



Beats of Rage 20



Beats of Rage 21



Beats of Rage 22



Beats of Rage 23



Beats of Rage 24



Beats of Rage 25



Beats of Rage 26



Beats of Rage 27



Beats of Rage 28



Beats of Rage 29



Beats of Rage 30



Beats of Rage 31



Beats of Rage 32



Beats of Rage 33



Beats of Rage 34



Beats of Rage 35



Beats of Rage 36



Beats of Rage 37



Beats of Rage 38



Beats of Rage 39



Beats of Rage 40



Beats of Rage 41



Beats of Rage 42



Beats of Rage 43



Beats of Rage 44



Beats of Rage 45

Suddenly,  
the place with  
the games  
everyone wants  
is Sears.  
Go figure.

©2005 Sears, Roebuck and Co. The Game Boy Advance is a registered trademark.



Atari

SQUARE



PLAY

JALECO





Overnight, it seems, there's a place for video games like no other. It's called FunTronics, the new game department at Sears.

FunTronics is designed to have all the games you're looking for in stock. Incredible 16-bit games. By the dozens.

It has both Sega Genesis and Super Nintendo Entertainment Systems. Along with Game Boy, Game Gear and every accessory you could imagine.



Not to mention the game stations where you're invited to get the feel of the hottest games available.

So come to FunTronics. The one place you can figure on having exactly what you're looking for.



Save \$5 on Super Mario Kart or Taz-Mania

Limit one coupon per customer and per purchase. Coupon non-transferable, and may not be used with other coupons. May not be used as payment for Sears Charge or Discover or Card Payment. Serial purchases only. Void where prohibited. Cash value 1/100 cent. Good through December 31, 1992. See person at circulation desk for details and restrictions.



#3770-119202

**SEARS**  
**FUNTRONICS**

Nintendo

SEGA GENESIS

CIRCLE #169 ON READER SERVICE CARD.



The Captain Strikes Back



The Alamo



Paperboy II



Sports Illustrated Baseball



Street Fighter II



Strategic Master Play Series IV



Top Gear



Brawler: Hysterical Boring



Mystical Magic



Road Rash II

NASCAR II  
(Coming November 1992)

Toy Town



Jack Nicklaus Golf



Geography's Quest II



Scrabble Fun House



Ferrari Grand Prix

## SONIC IS SPEEDING TOWARDS YOU!

More pix, more levels, more Sonic 2! As we promised in last issue, here is an in-depth look at one of the hottest sequels ever to hit the video game market! Packed with four more meg of power than it's predecessor, this cart is amazing from start to finish! Get ready for the Sonic boom!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	12+	ACTION	75%	



As you can see, we are showing even more than before: everything from the fancy guru special effects to the incredible new sonos in each zone! Though there have been some changes to the plot, the game is still hotter than ever before!

The only real change is that Tails has a proper name - Miles Prower! With this speedy new title, he is well on his way to video stardom. Check out the hidden zone that will blow you away! Sonic 2 is one of the best action

carts you will ever see!



### SUPER SHOES

This time, you will be able to find these speedy sneakers all over the vast levels!

### BUBBLE SHIELD

Just like before, this will protect Sonic or Tails from one hit, so that no rings are lost!



### INVINCIBILITY

Done with fancier effects, Sonic gets a protective sparkling aura for invincibility!

### TEN RING-UP

Need to get your deposit of rings replenished? This device is for you!



## GREEN HILL ZONE



### BOSS!



All you need to knock out this mobile drilling tank is a good eye. Strike while leaping to win!

## METROPOLIS ZONE



### BOSS!



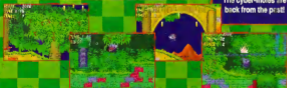
The ten clone pods of Robotnik will try to force you to make a foolish mistake, so be alert!



Check out this spectacular spinning tube-like cage! It will send Sonic and Tails flipping and tripping until they get through. Sonic 2 requires even more gaming skill!

Be sure to watch for enemies that lurk around all corners!

## NEO GREEN HILL ZONE



The cyber-moles are back from the past!

### BOSS!



As Robotnik's mallet strikes the posts, leap onto the arrows to get higher up the screen!

The new Labyrinth zone! You will need to go underwater and fly across the land as well as rustle through the bushes to succeed! Send exploding leaves everywhere!

## OIL OCEAN ZONE

**BOSS!**



Up from the depths comes Robotrick's submarine of death!

Prepare to slip and slide your way through some heavy oil slicks!

## CHEMICAL PLANT ZONE



Sail through pools of chemicals and pump tubes here!



**BOSS!**



Ship cannons up the chimney on

## CASINO NIGHT ZONE



Enter into a void where taking chances is what you need to win big points, rings, or 1-ups! The level is set up as a series of giant pinball machines where you become the silver



Bounce through a pinball machine while attacking Robotrick. Not too hard.

## DUST HILL ZONE

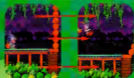
**BOSS!**



Fend off Robotrick's giant mining machine! Avoid the ceiling fragments!



This creepy cavern is filled with vines that activate switches and release doors!







## SKY FORTRESS AND DEATH EGG ZONE

**CHASE THE SHIP!**



Have Tails pilot you to the giant Sky Fortress to stop Robotnick!

**IT'S A SONICBORGI**

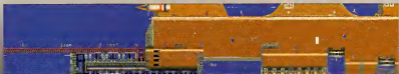


Enter the Death Egg and face a mechanical clone of Sonic!

**FIND THE WAY IN!**



Fight the outer defenses of the Super Battleship to get inside!



Whoa! Take a look at the rear portion of this titanic battle fortress! Loaded with propeller blades, turret guns, and trap air chutes, this is bound to get anyone airsick! Do you really think you can find Robotnick in this mess?

## DA MISCELLANEOUS ZONE



Get ready for some incredible tunes, cinemas, and scaling in the Sonic 2 CD!



The Hidden Palace Zone is more hidden than we thought! According to Sega, this awesome zone has just been removed from the final version! Aww...



Don't forget Sonic's portable adventures! Sonic 2 mania is here!

# JOIN THE MARVEL

Swing into action with three hot new Spider-Man<sup>®</sup> video games! Team up with The X-Men<sup>®</sup> for a non-stop challenge in ARCADE'S REVENGE™ for Super NES™... dis-arm Dr. Octopus™' evil plan in RETURN OF THE SINISTER SIX™ on NES™... and end Carnage's™ reign of terror in the incredible SPIDER-MAN™ 2 for Game Boy<sup>®</sup>. It all adds up to action so exciting— you'll be climbing the walls.



YOU'RE IN FOR A SHOCKER, WEB-SLINGER!



END CARNAGE'S "RAIN" OF TERROR



STOP JUDDERNAUT'S RAMPAGE



OUTRUN THE RELENTLESS DOOMBALL



BLAST MASTER MOLD WITH OPTIC BEAMS



ALSO ON GAME GEAR!



# DREAM TEAM!



COME MUTANTS! COME WEB-HEAD!  
LET THE GAMES BEGIN!



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GENESIS

## SHINOBI 3



Hidden surprises can be quite lethal on the deck of the Neo-Zeed battleship.



This deadly battle-borg stands between you and your goal. Find his weakness.



The cyborg tyrannosaurus will incinerate you, unless you can kill him first!



The fleet of zeppelins contains an air fortress that must be destroyed!



Find the warehouse in the hidden toxic chemical megapolis. Search and destroy!

## REVENGE IS SWEET...

The Neo-Zeed terrorist organization, led by the mysterious Neo-Ghost, is back, and more powerful than ever. Their grasp holds the world in a vicious stranglehold.

After vanquishing the Zeeds, Joe Musashi vowed never to fight again, but after witnessing their comeback, he returns. With a deadly assortment of weapons and moves, Joe attempts to free the world from this new evil.

Shinobi 3 is the ultimate ninjagame. The action gets intense, but you have arcane magic and weapons on your side. It boasts a dynamic soundtrack and fluid animation. All of these features combine into an unstoppable, action-packed game!

## ANCIENT MAGIC



HAKURIU



MIJIN



FUSHIN



KARIU



IKAZUCHI

## FACT-FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	HARD	FEBRUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ACTION	75%

## DEADLY COMBAT TECHNIQUES



RUN SLASH



JUMP KICK



SWORD SLASH



LOW KICK



THRUST



SWING



SHURIKEN



BLADE TOSS



The cyber-samurai's sword will slice you to ribbons in a matter of seconds.

## ROUND ONE

Journey through Japan in a search for the Neo-Zeed assassins. Avoid tigers, ninjas, and pitfalls set in your path. This is the place to learn the skills needed for the deadlier missions that lie ahead. Find the cave, and eliminate the boss.



The first Boss can be vanquished with a few fierce swings to the throat.

## THE CITY STREETS



Take out the sentries that are guarding the laboratory and advance on the Boss.

## ROUND TWO

The city streets hide an unspeakable evil. Locate the laboratory where bizarre mutations are taking place. All may not be as it seems. Bustle this Boss, and you will obtain information regarding the whereabouts of the Neo-Ghost.



This Boss's harmless looks may be deceiving, but he is one mean customer.



Cross chasms using your Nekode climbing claws, or you'll plummet downward.

## ROUND THREE

A huge bio-weapon is hidden in this labyrinth of corridors. The very walls breathe with a life of their own. A fierce battle awaits you down in the pit of living tissue. Beware of this biological horror.



This protoplasmic beast tries its best to drag you down into the fleshy depths.



Destroy the Zeed 100 battleship. Intercept its supply of weapons to the terrorists.

## ROUND FOUR

The Neo-Zeed's empire uses it's enormous battleships to carry weapons and troops to the front lines. Eliminate it by stopping the craft from leaving the harbor. Only a true warrior will survive the churning waters.



This bizarre wing warrior is deadly; he can literally sweep you off your feet!

## MORE ADVENTURE

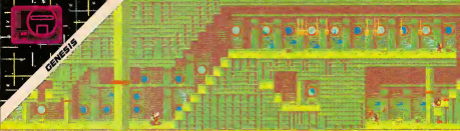


## LIES AHEAD!





GENESIS



Mickey and Donald help each other out in the World of Illusion. Steady, Donald!



Whoa! There goes Donald Duck floating down the underground drainage tunnels!



Poor Mickey is in some serious trouble. Hopefully, he has a trick up his sleeve!



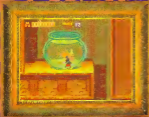
Mickey shows his balancing skills on this high-wire spider web. Don't look down!



Donald floats with the greatest of ease on the magic carpet. Careful of the birds!



Swimming in the World of Illusion is truly an aquatic experience. It is too cool!



Journey with Mickey through the study. Look at the size of this goldfish bowl!



Mickey checks himself out in the magic mirror before stepping through, into ...?!



Many famous Disney characters make cameos. Can you guess this one?

## RIGHT BEFORE YOUR VERY EYES!

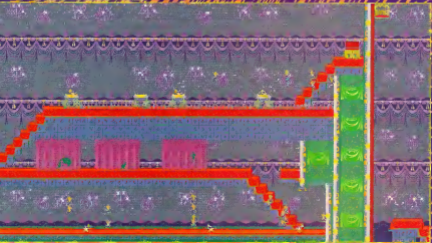
This has got to be one of the greatest animated video cartridges ever to appear on the Genesis. The artwork is simply stunning. It looks as if the whole game was created with water colors and the effect is incredible. It took two mega giants, Disney and Sega, to bring us this kaleidoscope of first-class pixel art. Mickey Mouse and Donald Duck are practicing for a magic show. Donald finds a magic trunk and ventures inside. Mickey soon follows, and they find themselves in a mysterious land where they must learn more magic or be trapped forever!

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ACTION	90%

# WORLD OF ILLUSION

## STARRING MICKEY MOUSE & DONALD DUCK



GENESIS

# BURN SOME RUBBER!

Motorcycle racing fans rejoice! The long-awaited sequel to Road Rash is on its way to a store near you! Road Rash 2 by Electronic Arts is an 8 meg racing tour de force!

There are many new twists to this latest entry in the Road Rash series. Two players can now compete simultaneously against either the computer or against each other! The split-screen design allows for easy viewing by both racers without compromising precious play!

Blast through five new courses of exciting racing action! There are also now fifteen new motorcycles including niro stapp and super bikes! Too much?

Look for a new and effective chain weapon to force the competition into an early retirement (if you know what I mean).

The crash sounds are intense and painfully realistic. So get ready for a bone-crushing ride and your memory forget with Road Rash 2 for the Sega Genesis.



If you get pulled over by the police, you'll get a ticket and lose money.



Try not to waste too much time getting back on your motorcycle after a wipeout!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	GENESIS	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	5	RACING	95%

# ROAD RASH 2



If you wreck your motorcycle, the ambulance will come and take it away!



Be careful when approaching the various intersections; the cars are dangerous!

## MANY CHALLENGING COURSES!



Race your way through five original courses, each packed with

new scenery and a unique set of riding conditions. Get ready to ride hard across the American hemisphere, from New England, to the Great North-west, to the South Pacific!



Race against a friend in the two player model! Use this split screen to aid you.





Congratulations, you have qualified for the next exciting round of racing!



Impressive backgrounds and smooth graphics add realism to this racing cart.



Some really comical cinemas await you at the finish line of every race!



OOPS! Stay clear of trees and other obstacles or you will pay the price!



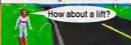
After a few races, can buy yourself a better and faster bike at the Bike Shop.



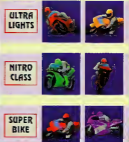
The motorcycle police will try to spoil the race for you; go fast to avoid them.



A strong, fast start is a very critical element in being a successful racer!



HERE ARE JUST A FEW OF THE AWESOME BIKES THAT YOU CAN PURCHASE!



A good strategy to follow during a race is to cling to the inside corners of all turns.

# Hook



**SUPER NINTENDO**  
ENTERTAINMENT



*Hook fights dirty,  
so watch out for his tricks!*



*Fly to your greatest power,  
but keep your eye on the flight meter!*



*Use it! Get ready to shoot with  
bows and arrows at Neverland Island!*



*Here's your chance...  
grab the gold bits where you want them!*



Nintendo

SONY



IMAGESOFT

NINTENDO  
SYSTEM

Also available for NES and GameBoy.

# THE CRITICS ARE HOOKED!

Check out what they're saying about the incredible new Super NES version of Hook.

*"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch."*

— SUPER NES BUYER'S GUIDE

*"Hook is intelligently made from start to finish. Its execution is excellent."*

— GAME PLAYERS NINTENDO GUIDE

*"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way."* — GAMEPRO

Hook. The ultimate adventure for your Super NES. You'll be Hooked too!

## SPECIAL TREASURE!

Receive a **FREE** Hook soundtrack cassette when you buy any NES, SNES or Game Boy **HOOK VIDEO GAME** and **HOOK VIDEO MOVIE**.

To get your free Hook cassette, see us in the Treasure Product Code (TPC) section for details of any Hook video game and the Free TP. Purchase and bring the hook video movie box photo coupon only. Coupon packaging will be provided along with your cassette address and \$7.99 for postage and handling fee.

HOOK Soundtrack Offer, P.O. Box 1106  
Piquette Avenue, MI 48671-1106

Limited to one offer per household. While supplies last.



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NINTENDO

SUPER NINTENDO  
VIDEO GAME SYSTEM

SONY



IMAGESOFT

CIRCLE #120 ON READER SERVICE CARD



GENESIS

# CRUE BALL

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABILITY
ELECTRONIC ARTS	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	9	ACTION	95%



After increasing the volume, this radical rocker will tell you to "Crank it up!"



Increase the point multiplier and your score soars! Beware of the Skullwalkers!



Roll over, Beethoven! Annihilate this composer's head for extra bonus points!



Destroy the wall behind this guardian to increase the volume. Pump it up!

## HEAVY METAL PINBALL POWER!

Are you tired of video games that call you to punch out gang members, shoot alien forces in space, or score points in a sports game? Then try *Crüe Ball*!

*Crüe Ball* is the latest video pinball game. You'll find many of the targets, ramps, gates, point multipliers, and bonuses you'll find in real pinball, as well as actual monsters and other obstacles to overcome! As you play, the game rocks with pumping music and incredible sound effects. There's even a jamming track from the metal band, Motley Crüe!



The board has a built-in spectrum analyzer that lights up with the music.



Knock out the "Head Banger" targets to enter the top portion of the playing field.



# BATTLE *with the* BEST!



Can you withstand the devastating power of Shenezzar's THUNDER CLIMB?



Can your wicked twin blades defeat the evil Lord Aurado?

Can you master the scoring "Arc Blast" technique?



Will you become the Master of the Realm?

**BATTLE BLAZE™**

Circle 5 on Reader Service Card  
Coming soon . . .

Sammy

American Sammy Corporation

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GENESIS

# TEENAGE MUTANT NINJA

# TURTLES THE HYPERSTONE HEIST



## LETS KICK SOME SHELL!

Everyone's favorite amphibious mutants are back in the latest Teenage Mutant Ninja Turtle adventure. The Hyperstone Heist. In this installment you once again fight Shredder and his minions of thugs and foot soldiers. This time, however, the masked maniac has stolen the Statue of Liberty and Manhattan as well. It's up to the teenage foursome to get back the Hyperstone and retrieve the stolen artifacts.

The game play is similar to the Super NES version with a few minor differences. There is plenty of martial arts mayhem and special moves for each turtle and each ninja has his own skills and fighting style. The game can be played in either comic or television mode, delighting those familiar with the heroes graphic novels. This true test of ninja skills will leave you shell-shocked. Energize on pizza and teach Shredder not to mess with Turtle power!

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>KONAMI</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>DECEMBER</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>5</b>	<b>ACTION</b>	<b>95%</b>

## MASTER THE MOVES!



**NORMAL ATTACK**  
Hit the A button for each character.



**SHOULDER SMASH**  
Dash with C and hit the A button.



**SUPER SLIDE**  
Dash and hit B, then quickly tap A.



**BACK ATTACK**  
Auto attack, different for each character.



**CANNONBALL**  
Jump high with B button, then press A.



**JUMP FRONT KICK**  
Press B to jump then follow quickly with A.



**FLYING KICK**  
Jump into the air with B and press A button.



**TRIPLE SLAM**  
Get close, hit A and press up or down.



**GLIDE KICK**  
Dash then hit A and B buttons together.



### DONATELLO



Slow, but has good reach with the Bo.

**WEAPON: STAFF**

### LEONARDO



The most well-balanced in attack and defense.

**WEAPON: KATANA**

### MICHAELANGELO



A high-strung turtle with awesome attacks.

**WEAPON: NUNCHUCK**

### RAPHAEL



He has a weak defense, but is very fast.

**WEAPON: SAI**

#### NORMAL



#### SPECIAL



#### NORMAL



#### SPECIAL



#### NORMAL



#### SPECIAL



#### NORMAL



#### SPECIAL



**BOSS 1**

This gator guy will crawl after you when provoked and can also throw knives.



**BOSS 2**

Rock Steady charges like a mine but is deadlier shooting while standing still.



**BOSS 3**

This villain throws a multitude of knives both horizontally and vertically.



**BOSS 4**

Krang isn't so tough if you can stay on top of him and attack repeatedly.



**BOSS 5**

To kill Baxter, jump and swipe his ship while avoiding the menacing mousers.



**FINAL BOSS**

Shredder has many means of attack and defense, including this fire shield.



GENESIS

# ROAD RIOT 4WD

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TENGEN	GENESIS	MODERATE	SPRING '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	12	ACTION	80%

## READY, SET, GO!

Gentlemen, start your engines. Get in your four-by-four buggy and race on twelve different tracks in several countries! If you lose too many races, your sponsor will pull his support, and put you out of the competition! Besides fending off other drivers, you must also watch out for obstacles such as rocks, trees, pigs, and spectators. Are you tough enough to finish first, or will you fall behind everyone and finish last? Find out with Road Riot and get ready for the time of your life.



FROM THE TITLE SCREEN TO THE FINAL CREDITS, ROAD RIOT IS FILLED WITH GREAT GRAPHICS AND ANIMATION, BOTH ON AND OFF THE TRACK!



If you hit a pig or other hazards on the track, your car will flip high in the air!



Be careful you may hit the spectators that sometimes wander onto the track!



The driver's seat gives you a full view of the course. Always check your mirror!



Choose from a variety of tracks, hosted by colorful and interesting people!



Watch out for the trees and other obstacles standing in your way!



# Dare to Escape!

TRECO™

SORCERER'S  
Kingdom™



Item Name	Qty	Value
Food on quest	20	1000
Magt. Ring	1	5000
Magt. Stone	1	1000
Coat of	1	1000
Leather	1	1000
Magt. Ring	1	1000
Shield (L)	1	1000
Gold	1000	1000
Exp	1000	1000

*The ear-splitting cry of a Griffin awakes your brain and echoes down the long dark corridors of Sorcerer's Kingdom.*

Only your sense of duty to your King gives you the courage to venture forth. As you defeat foe after foe in this precarious land, you feel your muscles growing stronger and your reflexes getting swifter. Up ahead you finally glimpse the daylight and run for fear of what is closing in behind you. You find yourself at the edge of a towering cliff where your only hope for escape is to don your magical wings and fly...



OFFICIAL  
**SEGA**

VAL OF  
QUALITY

SEE FIGS ON READER SERVICE CARD

**Treco, USA**

2421 205th St. Ste D-204, Torrance, CA. 90501

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GENESIS



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
4 MEG	8 EVENTS	ACTION	100%	

## LET THE GAMES BEGIN!

Join James Pond and his fishy friends for the Aquatic Games! See how far you can get in eight different events! From the 100 meter Splash to the Leap Frog Race, this game will challenge your running, jumping and other endurance skills to the maximum! Train in three difficulty levels in preparation for these amphibious events. James Pond goes head-to-head in competition with his friends the seal, the frog and the starfish!

Winning events isn't the only thing you have to do. There are also some bad guys lurking around who will make the games much harder. Strive for the fishing line!

THE THRILL OF VICTORY



THE AGONY OF DEFEAT



# THE AQUATIC GAMES

★ STARRING ★  
**JAMES POND**  
 and  
**THE AQUABATS**



### THE 100m SPLASH



Splash your way to the finish line. Run over the water if necessary!

### HOP, SKIP & JUMP



In the triple jump event, you must leap as far as you can in order to advance!

### BOUNCING CASTLE



Use the sponge as a trampoline to reach the shells. Remember to spin for points!

### FEEDING TIME



Feed the fish with candy before the fishermen reel them in from the race!

### SHELL SHOOTING



Jump on the snails to throw them in the air and catch them with your hard hat!

### TOUR de GRASS



Use the hills and mountains to build up extra momentum on your unicycle!

# Penetrate the Gates...



*Do you have the courage to penetrate the Gates to Another World?*

Terror grips you as you smell the wretched odors of this unfamiliar place. The darkness engulfs you and suffocates you. Your legs are paralyzed with fear. Are you brave enough to take your first faltering steps where the unknown awaits you around every corner? Is your sense of duty strong enough to take you to the end? Only you will know and the land of Cron prays you will not fail.



American Sammy Corporation

2421 205th St. STE D-104

Torrance, CA 90501

CIRCLE #118 ON READER SERVICE CARD

## ...to Another World



GENESIS

# RIGHT DOWN YOUR ALLEY!

Championship Bowling by Mentrix offers realistic bowling action for up to four players!

You have the ability to select from a variety of playing options including character, bowling ball weight, regular or special game, speed of the lane and single or multi-player mode. The possibilities are almost endless!

The graphics recreate the feel of a real bowling alley. You get to see hilarious reactions to your shots, and the overall game play is smooth throughout.

Championship Bowling by Mentrix will "bowl you over". Check this game out, and you may never have to rent shoes again!



Be very careful when lining-up your shot, or else you'll throw a gutter ball!



The spin control will allow you to add an extra touch to your shot.



<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>MENTRIX</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>JANUARY</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>4 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>70%</b>



The display in the upper left-hand corner will show which pins you knocked down.



Set the power gauge to control the velocity of your bowling ball.

## THE CONTESTANTS



**MARK**

A FINESSE BOWLER



**LINDA**

A FINESSE BOWLER



**LEROY**

A POWER BOWLER



**DANA**

A SMART BOWLER

## THE OPTIONS



**GAME SELECT**



**NUMBER OF PLAYERS**



**PLAYER SELECT**



**ALLEY SELECT**

# "WHATTA CATCH!"<sup>TM</sup>

## Power-Grip Glove and Football Set

**H**ey... we're sure you know what it feels like when you make that great athletic catch. Those times when all your friends yell "Wow! What a Catch!" Well now you can make those great grabs **EVERY TIME**...with the "Whatta Catch!" Power-Grip Glove and Football Set.

Whether you're a righty or lefty, our adjustable gloves will fit you. They're covered with sticky hook-and-loop material that makes it almost impossible not to make a great catch! Plus, our high-quality football is so realistic, it even pumps up with air! That makes it better than all those watermelon-shaped foam and cotton-filled footballs you've seen other kids playing with. Plus, our bright neon pink and green ball looks great!

"Whatta Catch!" is taking the country by storm so get in on the action. Run over to your store and buy one today!

And be sure to keep an eye out for all our other popular products, like the "Whatta Catch!" Flying Disc and the "Whatta Catch!" Power-Grip Softball. Plus, you can also buy extra Power-Grip Gloves and Footballs individually. That way, the whole gang can play at once!

Look for "Whatta Catch!" games at these and other fine retail stores:

**BIG WHEEL. Venture. MEIJER.**

**7-Eleven DRUGS.**

**Drug Emporium.**

Don't be fooled by cheap imitations! Look for the colorful neon pink and green packaging with the yellow "Whatta Catch!" brand name at the top.



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"Whatta Catch!" products are marketed and distributed by Safe Game Products, Inc., Cassopolis, Michigan.

CIRCLE #174 ON READER SERVICE CARD.

**SPECIAL  
GUEST  
STARS**



QUICKSILVER



WONDER-MAN

**FORCES OF EVIL**



RED SKULL



THE CLAW



ULTRON



MANDARIN



WHIRLWIND



SENTINEL

**THE AVENGERS**



**CAPTAIN AMERICA:** The veteran; when his shield talks, villains listen!



**HAWKEYE:** #1 with bow and arrow; his marksmanship is unequalled.



**IRON MAN:** Devastates the enemy with his armor's powerful pulsar ray!



**THE VISION:** His red ruby solar beam brings death from above!

**"AVENGERS ASSEMBLE!"**

The greatest team of Super Heroes the world has ever known, the Avengers, have smashed out of the arcade and onto the Sega Genesis with the stages of Super-Villains straight out of the comics! Join Captain America, The Vision, Iron Man, or Hawkeye as you engage the evil forces of the Avengers' arch-enemy, the Red Skull! Encounter villains such as Ultron, Whirlwind, The Grim Reaper, The Sentinel, Mandarin and

many others as you fight towards complete victory. Play two players simultaneously, alone, or to keep in shape, play the combat mode where you and a friend battle as opposing Avengers! Each Avenger comes equipped with his own special power. Cap knocks 'em dead when he throws his mighty shield, Vision wields deadly energy beams, Hawkeye drops the bad guys with his bow and Iron Man uses his powerful blasters! When things get rough, look for special-guest Super Heroes to offer a hand.

**CAPTAIN  
AMERICA  
and The AVENGERS**

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	DATA EAST	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	5	ACTION	100%	



## IF YOU THOUGHT TETRIS® WAS FUN, LOOK WHAT WE DID TO WORDTRIS.™

**ACID. BOMBS. DYNAMITE. OUR SCIENTISTS  
MADE IT HARD TO GET A WORD IN EDGWISE.**

This mind-boggling, falling-block Soviet game will burn you up, blow you away, blast your socks off. This time the falling pieces are letter blocks. Instead of forming lines, you form words. Horizontally. Vertically. They clear. You score. The pace quickens. Where's that Magic Word? A Wild Card Block appears. The challenge

builds as the levels go higher and the blocks fall faster and faster. You find our 50,000 word dictionary knows all. You're in the mood for 2-player mode so you take on a friend. So much to do, so little time. More challenging than Tetris? You have our word on it.

**Spectrum HoloByte.™**

Spectrum HoloByte, Inc. 2400 Mariner Square Loop Alameda, CA 94501

GAME BOY



**THE WORD'S OUT.  
WORDTRIS IS AVAILABLE FOR  
GAME BOY™ AND SUPER NES.**

For Visa/MasterCard orders call 24 hours a day, 7 days a week 1-800-GO-GAME (Orders Only). For product questions and availability call 1-519-322-1184 (M-F 9am-5pm PST).

Tetris is a registered trademark and Wordtris is a trademark of Doug Lerner and Spectrum. Spectrum HoloByte is a registered trademark of Spectrum Inc.





UNREAL CD SOUND

UNREAL ACTION

UNREAL VIDEO

REAL POWER

29279  
energy

score

UNREAL GAME DEPTH

UNREAL SPEED

UNREAL CONTROL

UNREAL MUSIC

UNREAL  
MUSIC  
VIDEO

SEWER SHARK

3400

UNREAL PEOPLE

SEGA CD

## THE SUSPECTS



Your "hosts": Mr. & Mrs. Victor Martin and their lovely daughter Sara.



The floorplan of the house and all the available options are at your disposal.



Looks can be deceiving: a glass wall with a trap door to get rid of intruders.



Too late for Lisa! This unsuspecting guest is about to be attacked!



Your "plant": Special Agent Kelly. She helps you nab the unwelcomed guests.

# NIGHT TRAP

YOU MUST PROTECT THESE FIVE PEOPLE



## TOP SECRET

Dear Agent,

This is your assignment: use the surveillance equipment in the home of Mr. and Mrs. Victor Martin to make sure no harm comes to the five guests staying there. You can't trust these hosts, however, and watch out for the dark-clad thugs lurking about.

This Night Trap, the latest CD-ROM game for the Sega CD! Under my orders, you have access to camera and audio equipment installed in eight rooms of the house, including the driveway. Scan each room, looking for anything suspicious. If you find one of the prowlers lurking about, you can capture him using the trap in that room. These traps, strangely enough, were installed by the house owners and are all activated by a color code. If the owners catch on to what is happening, they will change the code and you'll have to figure out the new

colors! For the traps to work, a person must be standing on a certain spot. A beeping sound is heard when one of these intruders is in the kill zone.

If you let too many nasties escape, I will personally take you off the mission! Also remember that you'll be relieved of duty if you trap a guest you're supposed to protect. By the way, we have a spy among the five girls who will help you out whenever possible.

Using live action sequences, become the guardian of those guests! But don't get distracted too long in one room! There is always time for someone to fall prey to the Night Trap!

*Commander Simms*

Commander Simms

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	SEGA CD	HARD	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD	N/A	ACTION	100%

# SEWER SHARK

SEGA CD

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	SONY IMAGESOFT	SEGA CD	MODERATE	NOW
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	CD-ROM	N/A	ACTION	100%

## HELLO, DOGMEAT!

Do you have the guts to take 'em on the sewers and blow away the ratigators and other nasties lurking below a major corporation? If your answer is yes, then Sewer Shark is your game! As one of the first Genesis CD-ROM releases, Sewer Shark takes you on a high-speed trip through the underground works of a city's sewer system! It's a messy job, but someone has to do it! Piloting your Hole Hog sewercraft, you and your veteran backseat co-pilot, Ghost, must maneuver through twisting tunnels! Another co-pilot, the mechanical Catfish, speeds ahead of you, scouting targets! The objective is simple: blow away the rodents and follow the directions Catfish gives you. If you fail to follow them to the letter, you'll hit a dead end! Crash and burn! Watch the arrows at the top of the console - they show you which route to take. Also watch your Energy Level which displays available ammunition. If you run out, you get to do some quick maneuvering while prime targets pass you by!

So, do you think you have what it takes to face this disgusting menace? Then listen to your co-pilot and "pretend it's just a game!"



As a rookie, you are paired with the battle-hardened veteran, Ghost!



Exterminate with extreme prejudice: Annihilate the ravenous ratigators!



Catfish: Your helpful probe travels ahead of you, conveying vital information!

## DOWN IN THE HOLE



In the "hole": You must set your sights on nasty critters and blow them away!



These annoying bats will follow you until you blast 'em to smithereens!



Blast off in the Hole Hog armed with deadly weapons and guiding sensors.



Memorize the directions Catfish gives you so you enter the safest gate.

SEGA CD

## BUNNY HOP MEADOW



A leisurely walk through an enchanted land. Can you find the secret world?

## SECRET UNDERGROUND



This level can only be found by the best players. Bones galore! Enjoy yourself.

## DOGSVILLE



It's a tricky, wild world where nothing is quite what it seems. Be cautious!

## SCRAPYARD



You don't want to run into the giant cats or sewer rats living in this dark alley!

## LOONY MOON



Blast off into a nutty adventure on the moon. It really is made out of cheese!

# WONDER DOG

## PLANET WEIRD



A planet filled to the brim with weirdos. Who could dream of such a place?

## PLANET FOGGIA



Talk about air pollution! You can hardly see anything through this dark smog!

## PLANET KINUS



Here is Wonder Dog's home planet. Free it from the grasp of evil and save the day!

## BAD TO THE BONE...

Wonder Dog is not your ordinary pooch from outer space. He has powers beyond human comprehension: He can jump, hover, and use stars to blast his enemies. But can he find his master, and rid the galaxy of a vile crime lord?

CD-ROM power is packed to the max with full screen animation. The backgrounds are twisted and the enemies are very bizarre. Secret wars and bonus games add a unique flavor to this cart. Each level rocks with its own distinctive tunes. This is truly a game not to miss, no bones about it!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	JVC	SEGA CD	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	9	ACTION	100%



## Enter the Jennifer Capriati Tennis Champions '93 Contest and See

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

**RENOVATION**  
PRODUCTS

Renovation and Jennifer Capriati Tennis are trademarks of Renovation Products, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. Endorsement used with permission. © 1993. All rights reserved.



### What Gamers May Win:

**GRAND PRIZE** — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

**FIRST PRIZE** — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

**SECOND PRIZE** — One (1) free Renovation Products 100% cotton T-shirt to five hundred (500) lucky entrants.

### How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement "Congratulations on your great victory" followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or post your name, address, phone number, age and the words "Jennifer Capriati Tennis Champions '93 Contest" on a 3" x 5" card. Place your entry form along with a photo of your winning TV screen to Renovation Products, PO Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

### Contest Rules:

This contest is sponsored by Renovation Products and National Meeting Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in USA. Void where prohibited. Employees of National Meeting Service, Renovation and their families are ineligible to enter. National Meeting Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winner's names and prize information may be used by National Meeting Service and Renovation for promotional or advertising purposes without further compensation.

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TURBO DUO

# exile

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
WORKING DESIGNS	TURBO DUO	MODERATE	OCTOBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	N/A	RPG	100%



This is one of the villages you visit. See the evil Templar Knights at work!

## THE BLOODY CRUSADES

In years long past, a bloody scourge passed over the land. The so-called "crusades" of long ago brought destruction and suffering to innocent people. Religious and political views were forced upon them by the Templar Knights, working at the behest of the Klispins. The only hope: a lone warrior named Sadler, who previously thwarted one of these "crusades." This time however, he can't go alone, and enlists needed



help. You assume the character of Sadler and throughout the game, join forces with a variety of characters with special powers who travel together as a group. When it comes time for combat, however, you must do it alone - this includes fighting a Master of Evil in each land! As you move from place to place, buy more powerful weapons with treasures you find and get health potions to keep you going. Your life bar increases as you gain experience, and you also gain powerful magic spells. See if you have what it takes to defeat the evil crusades, or remain in exile!



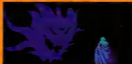
Discover hidden rooms and find people stalked by the soldiers of the crusades.



The game isn't all fighting: Here you must solve the puzzling ring of stones!



Here you confront one of the Masters of Evil: this one says he is Sadler's brother!



Summon this demon to give you hints on what your next move should be!



ONE OF MANY CINEMAS: TRAPPED IN A ROCKSLIDE, YOU ARE CUT OFF FROM THE REST OF YOUR BAND!



# UNIVERSAL SOLDIER

JEAN-CLAUDE VAN DAMME DOLPH LUNDGREN



POWERED BY  
**Nintendo**

## NOW PLAYING ON SUPER NES™ AND GAMEBOY®!

Now this summer's blockbuster movie bursts onto your video game screens with gut wrenching action over 11 laser-seared locations\*. You become a perfectly engineered *Universal Soldier* — with extraordinary powers — battling the villainous Sergeant Scott across 2000 awesome screens. Armed with Triple Beam Lasers, Land Mines and a special Chaos Weapon, you are both "Ultimate Fighting Machines" — but only one of you can survive!

To order these great games, visit your favorite retailer or call 1-800-245-7744



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TURBO DUO

# TIME CRUISE

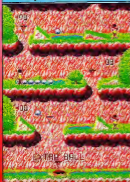
## TRAVEL TIME AND HAVE A BALL!

Soar through time with the latest pinball extravaganza for the Turbo Duo - Time Cruise! Travel back 45,000 years, or journey as far as 63 years into the future! You start with a main pinball playfield. This is divided into three playing zones: the far right

has two time portals, the middle zone has one portal, and the left zone has two portals. Not all of the time zones push the ball with flippers and bumpers. You also move the ball by golfing, manipulating and tilting it, depending on the level! Don't worry if you lose all three balls, however, because you have one last chance to get an extra pinball at the end of the game. What a trip!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FACE/TTI	TURBO DUO	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	6	ACTION	100%	

### 45,000 YEARS AGO



Go golfing: Put the ball off each grassy cliff until you reach the bottom.

### 37 YEARS IN THE FUTURE



You must rotate the board to send the sphere into an Extra Ball position.

### 63 YEARS IN THE FUTURE



Tilt the platforms to roll the ball to the bottom and receive an extra one.

### MAIN BOARD: MIDDLE FIELD



### 940 YEARS AGO



In this time zone, keep hitting the chests to make the numerals reach nine.

### WARP MISS ZONE



Here's another pinball area - aim for the roman numerals and score big points!

# SPACE.



# IN YOUR FACE.



*WarpSpeed™* All-screen, first-person cockpit perspective puts you so close to the combat that your eyebrows may get scorch'd. Fly one of four heavily-armed Starfighters against multiple alien racers. 3D hyper first-persony spacecraft cues right at you in seven blistering battle scenarios.



—steering, firing and flying with fluid 3-D animation. Over 900 very cool combat locales keeps the fighting fresh.

*WarpSpeed* for the Super Nintendo. Guaranteed to reenergize your face.

To order, visit your favorite video retailer or call 1-800-245-7744.

## WARP SPEED

LICENSED BY

**Nintendo**

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BY ACCLAIM

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

CIRCLE #201 ON READER SERVICE CARD.



TURBO DUO



## GET SHOCKED!

The good doctor says he wants to repair you, but can you trust him? Before you are transformed into Shock Man, a fire-breathing hero, the game begins! In this side-scrolling action game, you can select between Sonya and Arnold. Each come equipped with an arm laser and a



blast size that you control. However, you can also select both Sonya and Arnold, and control the pair simultaneously. In addition to double firepower, you have the ability to launch bouncing fireballs! There are also levels where the game becomes a shooter as you take out submarines and a variety of other craft! So shock your way to the top and get the doc... or else!

# SHOCK MAN

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>TTI</b>	<b>TURBO DUO</b>	<b>MODERATE</b>	<b>DECEMBER</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>4 MEG</b>	<b>8</b>	<b>ACTION</b>	<b>100%</b>



High above the city, battle this hideous alien that attacks with killer missiles!



After the opening stage, take to your Shockmanne to fight aquatic nasties!



If you play as Sonya and Arnold, you have the power to change into fireballs!



# WHY BE A NOBODY? BE A PRO!

Some games claim to be realistic: we are. Check out the rosters. Ever hear of their players? Larry? Joe? Super Batter Up is packed with actual Major League Baseball Players and their statistics. We've analyzed RBI, ERA, home runs, stolen bases, errors, speed, and throwing ability data to insure that our game plays like the real thing. From the national anthem to the 7th inning stretch Super Batter Up delivers the baseball action you deserve. Don't be an average Joe. You can be a baseball hero.

- One or two players.
- 8 megs of realistic graphics.
- 26 teams.

**namco**

NAMCO PROMETEX INC. 3555-1 Scott Blvd, Suite 100, Santa Clara, CA 95054-3013

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TURBO DUO

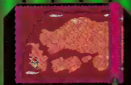
# SAMURAI GHOST

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TTI	TURBO DUO	MODERATE	NOVEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	7	ACTION	100%



This is the hag who ferries souls across the STYX and raises them from the dead.



Proceed northeast through the zones, heading for the HEART OF DARKSIDE.



Make your way through the ice and snow while avoiding the hideous fire bores!

## BEHOLD, KAGEKIYO!

The soul of the evil Shogun Yoritomo has risen and is building a legion of the dead for world conquest. Fearing the terrible outcome, the Eternal One pleaded with Andabaa the witch to raise Kagekiyo, guardian of the Heike clan, from the dead. Yoritomo and his men were vanquished once before by Kagekiyo and now they have withdrawn to the realm of the Dark Side where they await their resurrection. To prevent this, Kagekiyo now descends to the Dark Side.



The rocky desert is infested with giant blackbirds that want to claw our hero!



Jump through the jungle carefully as flying skull beasts hamper your way.



Strike this skeletal Boss in his mid-section and watch him crumble!

## POWER ITEMS



**GOLD PIECE FIREBALL:**  
Money you need for bales of rice.



**LIFE FIREBALL:**  
Restores one half of the life candle.



**RICE BALES:**  
Restores one life candle completely.

# SCORE BIG



winning big has never been easier! just answer all the questions listed below for your chance to win a huge 27" TV, a thumping stereo and a Super Nintendo. Your games will look and sound better than ever. Check out the back of the game packages for all information you need to win.

**1 Grand Prize**— 27" TV set plus a stereo system plus a Super Nintendo system, plus a **SUPER ADVANTAGE™** from Asciiware™.

**1 First Prize**— a Super Nintendo system, a **SUPER ADVANTAGE™** from Asciiware™ and a Nintendo Game Boy plus all Namco SNES and Game Boy games released by December 1992.

**5 Second Prizes**— all Namco SNES and Game Boy games released by December 1992.

**15 Third Prizes**— one each of Namco SNES and Game Boy games.

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

- On the back of the **Super Bacter Up** box who is up to bat for Outlaw?
- What's the score shown in the Post Game Show on the back of the **Super Bacter Up** package?
- What traps you close to the action in **Wings 2 Aces High**?
- What three types of missiles do you perform in **Wings 2 Aces High**?
- Name **Dig Dug**'s enemies.
- Name two weapons used in **New Dig Dug**.

See where winners under 18 years purchase their prize. You cannot mail, carry or pass. You may make purchases before May 1, 1993. Winner will receive prize from nearest eligible store on February 15, 1993. Winner will be notified by mail. All prizes awarded by 11 AM February 28, 1993. See conditions at all of the stores by sending a self-addressed envelope to Namco for all of them. We do not do up prizes. Winners are responsible for all taxes, duties, levies and duties published by law. The contest is subject to all federal, state and local laws and regulations. Send all entries to Namco Electronics, Inc., c/o Score Big.

**namco**

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WELCO  
METOT  
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# An attitude,

*An interview with two of the creators of Sonic The Hedgehog 2\**

# tons of enemies,

## How will Sonic 2 be different from the original?

Sonic 2 will be much faster and have many more new moves. Like "Spin Dash," which will propel him forward really fast. You can play alone or two people can play with or against each other. And Sonic has a new friend called Tails, a four-year-old fox that has two tails and is almost as fast as Sonic. Tails can also use his tail as a helicopter propeller to fly

# and a running

## Will there be more levels?

Yes. Over twenty different stages now. There are a lot of new challenges, like corkscrews and a chemical factory. Also, Dr. Robotnik is back and he comes with 25 different enemies. My favorite is the coconut throwing monkey

# mate with the

## How do you get your ideas?

All kinds of ways. For example, when Dr. Robotnik captures animals, he puts them in a metal shell. We got the idea for that from a movie we saw as kids, in which a giant gorilla is encased in armor. Ideas can come from anywhere

# mind of a four-year-old.

## How do you go about creating a game?

We start with a storyline, and then create the action and graphics. But we change the storyline a lot as we go, so we have a writer who works with us. For example, we added the Mechanical Zone after we decided to put the animals in the metal shells.

## (No, it's not another presidential election.)

## Is there anything you'd like to say to Sonic 2 players?

Take care of Tails. Look for many hidden rooms. And have fun. Having fun is the most important thing



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	THQ	NES	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	4	ACTION	100%

# SWAMP THING



## ECOLOGICAL AVENGER!

Join our favorite creature from the Louisiana bayou in a war against the evil Dr. Anton Arcane who seeks the bio-restorative formula that transformed Alec Holland into the massive Swamp Thing. With a portion of the formula, Arcane created a legion of horrible mutants known as The Un-Men, ordered to capture our swamp hero. Lead Swamp Thing in his pursuit of Arcane and put an end to his twisted plans.



The swamp is infested with giant bugs. Knock them out with a punch or a stone!



Search for power-ups and helpful items scattered here. Dodge the jumping fish!



This level is crawling with skull boulders that pop their eyeballs toward our hero!



Swamp Thing can gather different objects to hurl at Arcane's monsters!

**EXTRA LIFE**  
Located in hard-to-reach places of some levels.

**BEAKER**  
Adds one life bar to the health meter.

**GREEN ROCK**  
Swamp Thing performs long-distance attacks.



Before the game begins, a cinema explains the origin of Swamp Thing.

**Ghosts. Mutants. Goblins. Aliens.**  
**Demon Bosses. Skeletons. Fiery Traps.**  
**Man-Eating Fish.**

**Evil Entities. Deadly Lasers. Possessed Souls.**  
**Deserted Planets.**

**Deformed Creatures. Out of Control**  
**Comets. Misplaced Missiles.**

**Torture**

**Chambers. Blood Thirsty Murderers.**  
**Haunted Houses. Weapons of Destruction. Rivers of Slime.**

## Better Sleep With The Light On.

This Halloween is going to be scarier than ever with Dead Moon and Ghost Manor. The two newest 16-bit TurboChip games from TurboGrafx. Here's the trick. In Dead Moon, you have to save the planet from invading aliens. Or in Ghost Manor, help Arthur escape the haunted house of horrors to save the town. Here's the treat. You can play both games on your TG-16 or TurboExpress. And if somehow you

survive either game and want to see what's in store for you next, send for a free 20 minute video about the new Turbo Duo and software line-up. Just include your name, address, age, sex and tell us which game system you use now to:

Free Video Give-Away  
Turbo Technologies, Inc.  
6701 Center Drive West Ste. #500  
Los Angeles, CA 90045.



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Available at Toys 'R Us, Babbage's, Electronics Boutique, The Good Guys, Software Etc., Wonders Software and through Game Denial.

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**NINTENDO**

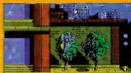
## ROBO GOES RENEGADE!

OCP is sending in Rehab Officers to clear the streets of Old Detroit for the construction of Delta City. When ROBOCOP sees helpless families forced from their homes, he joins the movement to battle the Rehab Units. Luckily, ROBO is loaded with a multi-weapon arm attachment complete with a bore cannon and smart bomb. Help this super-cop save the innocent families and bring order to the city!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	OCEAN	NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
2 MEG	5	ACTION	100%	



The city streets of Cadillac Heights are being overrun by mammoth weaponry!



ROBOCOP takes to the air with his new jetpack. Avoid the oncoming missiles!



After a rough day of fighting crime, head to the lab for some much-needed repairs.

# High Speed Chase.



**TAITO**<sup>TM</sup>  
TAITO CORPORATION

Hit the road, Jack, and don't you come back until you've cleaned up the streets of New York City. In this new 16-bit game from Taito, slide behind the wheel of your own supercharged Chase 93854 patrol car. Race through the streets of New York City until you locate the fugitive, and then ram his car so you can make your arrest. If you complete your missions successfully, you'll receive a special commendation. But if you fail, the only way you'll be cleaning up the streets is with a broom and a dustpan.



Available in Toys "R" Us, Babbage's, Electronics Boutique, The Good Guys, Software Etc., Waldba software and through Sears Catalog.

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BUSTER



BABS



FURBALL



CALAMITY



PLUCKY



LITTLE BEEPER



A casual Buster Bunny is waiting for Babs in front of the Looniversity.



Calamity Coyote has tried all the tricks in the book to get the Little Beeper.

## LIGHTS, CAMERA...

Now you can animate all of your favorite characters from the Tiny Toons Adventures. Choose your background, special effects, sound, and start filming!

Become the director of a slapstick comedy, or an action-packed thriller. You can even add a soundtrack of Loony Tunes music. Select your favorite Toon, and get ready for a bundle of animated laughs.



Babs Bunny is trying to shoot poor defenseless Furrball with her water pistol.



Plucky Duck flies through the wild blue yonder in search of furball.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	NES	MODERATE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	EDUTAINMENT	95%

# High Speed Collision.



**TAITO**<sup>TM</sup>  
TAITO CORPORATION

Hold on to your bicuspid, because Taito has a smashing new 16-bit hockey game for your TurboGrafx-16. First, assemble your team from our all-star lineup of free agents. (Good looks, bathing, and teeth are optional.) Then hit the ice, where you can take your team to the championship tournament or face off in a penalty shot contest. It's a grueling, tooth-jamming battle, so may the best team win. And may the losers have dental insurance.



NINTENDO

# QUATTRO ARCADE



Evil bosses will attempt to end your quest early!



Sidling penguins try to tackle you to the ground!



Watch out for this tower; it's an eye-full of danger.



Pulverize the poodles with your big elephant butt.



This snow-covered ski lodge is filled with icicle spikes!



The creepy zone will surprise you with its many obstacles.



Race to the trapdoor to gain your freedom and victory!

## C.J. ELEPHANT

## STUNT BUGGIES

## F16 RENEGADE

## GO! DIZZY GO!



In the frenzied heat of an F16 dogfight, only one survivor lives to fly again!



The three-dimensional level will provide more intense action for aspiring pilots.

## FOUR TIMES THE FUN!

Camenna has packed four enjoyable games into one cartridge. Explore a strange and mystical world with C.J. the elephant. Defuse bombs while avoiding spies in Stunt Buggies. Hit Mach 5 with F16 Renegade, and journey through a puzzling world with Go! Dizzy Go! Quattro Arcade's games address four very different video themes. Everything from action to adventure to an intense shooter is packed into one cart!



Guide Dizzy across the slippery ice in the incredible bonus game.

Gathering more food increases your chances to win!



**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>CAMERICA</b>	<b>NES</b>	<b>MODERATE</b>	<b>NOW</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>2 MEG</b>	<b>30+</b>	<b>ACTION</b>	<b>100%</b>



# EVERYONE IS REALLY EXCITED ABOUT ZONK.

[WELL,  
EVERYONE  
EXCEPT  
OUR  
PHOTOGRAPHERS.]



If a picture is worth a thousand words, then you'd better be a speed reader to catch this guy. Zonk is his name, and Air Zonk is his game. He's been sent into the future by that hard-headed superhero Bonk to do battle with hoards of mutated cyber robots.

In this futuristic 16-bit setting, you'll soar through five different levels of intense action. And if you're feeling lonely, team up with

one of Zonk's bizarre cyborgian friends to help you in your adventure. Each friend has different weapons and abilities that will come in handy. (And if nothing else, they're all really goofy looking.)

So focus your efforts on getting Air Zonk. He's the picture perfect video game

hero. Well, almost.



**Air Zonk**



**TURBO  
GRAFX**



Turbo Technologies Inc.

NINTENDO



# BEST OF THE BEST

## CHAMPIONSHIP KARATE



### FIGHT THE BEST

Do you have what it takes to be called The Best? Here is your chance to find out with the latest fighting game, The Best of the Best! Take to the ring for a series of kicks,

punches, jabs and sweeps as you face a variety of kickboxing champions! You can fight in the ring, or enter the practice gym and sharpen your boxing abilities. Watch your life meter; it shows the hits you or your opponent have made throughout the confrontation. Battle to be the Best!



Check your life meter in the spotlight while the audience cheers you on.



### 3-WAY KICK

Kick high, low or in the middle. You can also use your fists.



Practice makes perfect. Test your kicking abilities in the gym before the big fight!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTROBRAIN	NES	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	22	ACTION	100%



# TurboGrafx-CD Super System Card

For the super low price of

## \$65

you could choose the Super System Card without the extra software.



The Choice is yours!

TM © 1992 RED

The Super System Card will add to your thrills with the addition of four times the memory capacity of the older TurboGrafx-CD games. With this increased storage, you will experience incredible sound and scaling graphics. TurboGrafx-CD system users have no worries! With the Super System Card you will have all the power of a Turbo Duo System. It completely enhances the TurboGrafx-CD system so you can play all the awesome CD games!

## These Super CD Games COMING SOON!



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October '92  
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Winds of Thunder  
(Distance Title)  
February '93  
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Dungeon Explorer II  
March '93  
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Hot City  
March '93  
\$49.99

But, for the low price of

## \$95

you get the Super System Card



You will also receive three games in one CD:  
*Gate of Thunder*  
*Bank's Adventure*  
*Bank's Revenge*



## \$50 Value Coupon Booklet

This coupon booklet gives you ten \$5 coupons for savings on any TurboChip or CD software for use in the TurboGrafx systems. This offer is a great way to expand your game software library. Your only problem is choosing which games to use the coupons on!

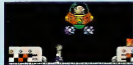
To order call: 1-800-995-9203  
CIRCLE #101 ON READER SERVICE CARD

**NINTENDO**

Sentro will blast you or his little poodles will attack. No bone for him!



Astro is working out in the futuristic gym. Find him to get the remote control.



Cogswell can smash you with his spiked clubs. Cartoons were never like this!



Sail through the raging rock concert on your radical hover board. Surf's up!



Air Jetson gets the rebound! Will George bring it in for the slam dunk?



Cruise through the cosmos. Enjoy the space stations in the clouds of Mars.



**MEET THE FAMILY**

Judy

Astro



Elroy

Jane



The machine stole George's clothes. Quick, put them back on! This is a family show!

## MEET GEORGE JETSON!!

Cogswell Cogs is violating space law by destroying a planet for profit. Join George Jetson in his quest to stop Cogswell. The whole family will give you advice, including Astro! It's an out-of-this-world adventure!

Fast-paced and creative side-scrolling levels set this cart out above the rest. Hidden wars and cool tools add to the complexity. The detailed backgrounds are fun to watch, and the enemies are hilariously animated. This game provides hours of challenging entertainment!

# The JETSONS'

## COGSWELL'S CAPER



**FACT  
FILE**

MANUFACTURER

MACHINE

DIFFICULTY

AVAILABLE

**TAITO**

**NES**

**HARD**

**JANUARY**

CART SIZE

NUMBER OF LEVELS

THEME

% COMPLETE

**3 MEG**

**13**

**ACTION**

**90%**

# TECMO® SPORTS™

## GET YOUR GENESIS READY FOR

★ **REAL TEAMS** ★

★ **REAL PLAYERS** ★

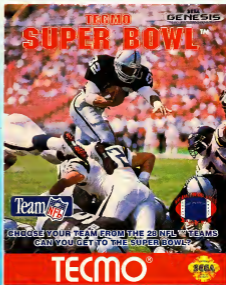
★ **REAL FOOTBALL** ★

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- ★ For 1 or 2 players
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- ★ Team stats & data
- ★ Create your own pro bowl
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- ★ Save game results
- ★ Full 17 week season
- ★ Weekly stats & standings
- ★ Substitutions & injuries
- ★ Cinema Screens

# COMING SOON

to your  
Genesis Dealer

CIRCLE #123 ON READER SERVICE CARD



SEGA  
GENESIS

Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System

PLEASE RUSH ME THE SPECIAL ADVANCE SPECIFICATIONS ON TECMO SUPER BOWL AND A LIST OF STORES WHERE I CAN GET TECMO SUPER BOWL.

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AGE \_\_\_\_\_

Send to: **TECMO INC.**, Dept. TSB-E  
Sequoia Commerce Center  
19260 So. Von Ness Ave.  
Torrance, CA 90501

NINTENDO

## SQUIRRELY HEROES

At Frostbite Falls the daring duo receive a telegram stating that Bullwinkle's great-grandfather has left him an inheritance in England. The famous team of moose and squirrel head out to claim the cash but Boris and Natasha have other plans. The evil pair plan to impersonate them and claim the loot. As you travel to England you can switch between your favorite heroes. Geared towards a younger audience, fans of all ages can still enjoy this wealth of adventure.



# The Adventures of ROCKY and BULLWINKLE and FRIENDS



Use your oversized antlers and become a royal pain in the 'butt' to old Boris.



Pick up bombs whenever available and let them fly on the bad guys.



As Rocky, you can sail across different levels with the greatest of ease.



ACME SAW COMPANY

### USEFUL ITEMS



Find keys to open



Restore some energy

KEY

CUP

### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
T-HQ	NES	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
3 MEG	5	ACTION	80%

# TECMO® SPORTS™

## ARE YOU READY FOR REAL 5 ON 5 FULL COURT NBA ACTION?

- ★ 1 or 2 player action
- ★ Up to 27 player competition
- ★ All 27 NBA Teams
- ★ Full roster of 324 players
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- ★ **REAL TEAMS** ★
- ★ **REAL PLAYERS** ★
- ★ **REAL BASKETBALL** ★



**Nintendo**  
ENTERTAINMENT  
SYSTEMS

**SUPER NINTENDO**

CIRCLE #123 ON READER SERVICE CARD

## COMING SOON

for the  
Nintendo and Super Nintendo  
Entertainment Systems



PLEASE RUSH ME THE SPECIAL ADVANCE SPECIFICATIONS ON TECMO NBA BASKETBALL AND A LIST OF STORES WHERE I CAN GET TECMO NBA BASKETBALL.

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AGE \_\_\_\_\_

Send to: **TECMO INC.**, Dept. NBA-E  
Sequoia Commerce Center  
19260 So. Van Ness Ave.  
Torrance, CA 90501

WELCO  
METOT  
HENEX  
TLEVEL

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# Unlike

*An interview with Bert Schroeder, Producer of  
Batman® Returns on Sega CD®, Genesis® and Game Gear®*

## Bert's wife,

**How will the new Batman Returns games be different from the previous one?**

There are a lot of new weapons based on the movie, like access to the utility belt, so there's tons of cool stuff to use. And the CD version has incredible scaling and perspective. It's very realistic. For instance, it has a driving sequence with the **Batmobile**, and you're the driver

## you'll appreciate

**What are your favorite parts of the game?**

In Batman Returns there's a level near the end where you fight **The Penguin's** Duckmobile. You launch all your weapons and use your wings, to jump from iceflow to celflow. The best thing about all these games is they're never over when you think they are

## the long,

**How is the music on the CD version?**

Spencer Nilsen is scoring some original music. The sound is CD quality, so it's really awesome. And we're using fully digitized sound effects to help heighten gameplay. Which means that you'll feel like you're actually in the game.

## hard hours

**Were the games difficult to create?**

Yeah, but we enjoyed it. There were some fun times. For instance, we really enjoyed being on the Warner Brothers set watching them film in **The Penguin's** Lair. Our idea for the slanted building in the Genesis version came directly from that set. Of course, creating the games took time—more than a year—but when they come out great, it's worth it.

## he's spent at the office.



NEO GEO

# VIEWPOINT



Fasten your seat belt and get ready for the ride of your life! 4, 3, 2, 1... Blastoff!

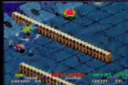


Be careful when entering the circular barrier. One wrong move and it's over!

## LOCK AND LOAD FOR PSYCHEDELIA!

We've all played our fair share of shooters and some of them were really great, but the guys at SNK have pulled out all the stops for VIEWPOINT! This cart has one of the finest soundtracks ever to appear on a game. It takes you from hardcore house music to a middle eastern shuffle and nearly everything in between.

The graphics in this shoot-'em-up game are incredible. The colors are vibrant and the artwork is truly three dimensional. You have a number of special weapons at your command including a sonic blast, wall of fire, and homing missiles. If you own a NEO GEO then your dreams have just been answered. Blast off baby!



It will take a fast trigger finger and a sharp eye to open these colossal gates!



Don't even bother to shoot the adult slugs - just go for their helpless babies!

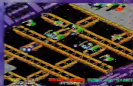
## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SNK	NEO GEO	HARD	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
68 MEG	6	ACTION	97%

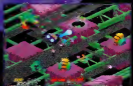




This guy has four focus you must deal with, and they get worse each time!



Get ready for a bloodbath! These rockets charge you with force fields.



Keep your eyes on the bullets or you'll be blinded by the sniper attacks!



These slinking towers of doom are instant death!



Hope you saved some bombs for this creature!



Hesitate here and you've seen your last battle!



The psychedelic fish are beautiful but deadly!



This annoying beast will follow you relentlessly!



Better get the force field to deal with this big fish!



Just fly past these worms; you can't kill 'em!



Woe is he who lets these evil guys charge up!



Many of the giant boss ships will appear twice!



This monstrous beast can eat ships like candy corn!



The centipede will block shots for the big boss!



Just look at this guy! You know he's trouble!

## BAD BOSS!



PHASE ONE



PHASE TWO



PHASE THREE



PHASE FOUR



PHASE FIVE

The many mutant phases of the final boss!

# COVERS IT ALL

## THE GUIDE TO COMICS WIZARD



## PUSHING THE RIGHT BUTTONS

That pesky holiday season is almost upon us and here's a way you can score massive brownie points with your friends! Order *Wizard* (for you or as a gift for your friends), and receive a limited edition Santa card as a free gift, available only through this offer!

# YES!

Wizard is the best thing since  
reindeer crap on the roof!

Send it to me **FAST** and don't forget my free gift!

- 12 SIZZLING ISSUES FOR JUST \$37.95!  
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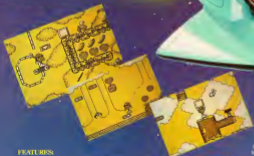
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Free Santa Trading Card offer expires January 31, 1993.

**7UP**

# The SPOT™ COOL ADVENTURE

See SPOT swing, soar and space out in his latest adventure with the Game Boy! That interdimensional, globe-trotting hero has made a break again. This time SPOT zooms through clouds, escapes from the police and a crazy fun house, outspies and even fly through the air in his jet pack—all to get back to the safety of his bottle. That is...when he wants to.

**FEATURES**

- Placeable track and platforms you control
- Breakaway tracks that let you move from one track to another when you want
- A special bonus level

**WRITE YOUR OWN TICKET  
TO ADVENTURE!**  
On Grand Prix, Winner Takes  
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CIRCLE #115 ON READER SERVICE CARD.



GAMEBOY

# MEGA MAN 3



## MEGA ADVENTURE!

The third installment of the incredibly popular Mega Man series has arrived for the GameBoy! Dr.

Wily has taken control of an oil platform and is drilling through the Earth's crust to tap the planet's natural energy.

Before Mega Man can stop Dr. Wily, he must defeat eight robot foes and save the Earth at all costs!



Make your way toward Dr. Wily's castle and put an end to his sinister scheme!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	GAMEBOY	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMP.	
2 MEG	9	ACTION	100%	



This polar fiend is out to get you as he launches exploding eggs your way!



Mega Man must maneuver himself through many tricky stages. Good luck!



Each Boss has a different attack pattern depending on its mechanical make-up...



...and after defeating one of Dr. Wily's robots, you'll receive its enhancement!

## DR. WILY'S ROBOT MASTERS



SPARK MAN



GEMINI MAN



SNAKE MAN



SHADOW MAN



DIVE MAN



SKULL MAN



DRILL MAN



DUST MAN

I'M MARTHA SPLATTERHEAD...  
RENEGADE CYBORG AND FAB-  
ULOUS BABE.



I BAILED ON THE MILITARY AND HAVE COME  
TO TAKE OVER ALL THE GANGS IN NEW YORK CITY!



NOT EVEN MY OLD  
BUDDIES THE  
COMBATRIBES CAN  
STOP ME NOW!



DON'T COUNT ON IT,  
SPLATTERHEAD!!



JUST BECAUSE YOU WERE ONCE PART OF THE UNIT, DOESN'T MEAN BULLOWA,  
BLITZ AND I WILL SHOW MERCY ON YOU  
AND YOUR BOOT-  
LICKING GANGS!



WHY, BERZERKER, YOU WOULDN'T  
HIT A LADY, WOULD YOU?



CYBORG'S AIN'T  
LADIES!!



Soak in the glitz and sizzle of Sucker under the strobe lights of the Longhorn Disco.



Go down to Tavern and take on a fire-breathing Sauron in the special 1 on 1 'VS Mode'.

Special 'VS Mode' lets you  
battle as any of the 16 gonzo  
characters and go toe-to-toe  
with everyone—even your  
fellow Cyborgs!



CIRCLE #185 ON READER SERVICE CARD

The Big Apple's gone rotten and an old ally is at the core. Your mission: destroy Martha Splatterhead—former Combatribes babe turned Gotham gang-queen. But before you get close to this renegade mama, you'll have to do some head-basher' with five of New York City's most feared gangs—in their turf!



The Company: 710 40th St. • Suite 200 • New York, NY 10014  
P.O. Box 1000 • New York, NY 10108 • (212) 691-1000  
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**Nintendo**

# THE INCREDIBLE



# CRASH DUMMIES



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>ACCLAIM</b>	<b>GAMEBOY</b>	<b>MODERATE</b>	<b>NOW</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>1 MEG</b>	<b>20</b>	<b>ACTION</b>	<b>95%</b>



Attempt a stunt dive atop this flaming building and crash into the target.



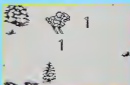
Before crash testing this new air bumper, collect cannisters for better protection.

## CRASH, BAM, BOOM!

Welcome to the world of self-torture. Assume the role of Slick, one of those S&M-lovin' crash dummies, and subject yourself to many dangerous experiments and safety checks ranging from wrecking cars to disarming bombs. Earn big money by completing each task with the least amount of destruction and mayhem.



Word from Slick: "Don't be a dummy. Always buckle your safety belt!"



Test out the new ski slope by hitting as many flags as you can on your run.



As a quality control inspector, you must blow out the lit fuse from each bomb!

# Ultima® Runes of Virtue™

An FCI original from the creators of Ultima



- Powerful 1 meg chip with battery back up saves play positions.
- Hours of exciting one player action in over 170 levels.
- Two players can compete or cooperate for up to 88 unique levels with the Game Link feature.



*"Finally there's an adventure for Game Boy to rival the scope and excitement of such NES™ hits as The Legend of Zelda!"*  
*(Nintendo Power, Vol. 23, April 1991)*

The exciting world of Ultima games comes to Game Boy for 1 or 2 players. Now get the adventure of Ultima in an all new portable game! The villainous Black Knight has stolen the eight runes of virtue! It's your quest to get them back. Guide your character on a heroic quest through the lands and dungeons of Britannia. Who will you choose to be: Mariah the Mage, Iolo the Bard, Dupre the Fighter or Shamino the Ranger? Explore the dungeons, discover magic weapons and potions, and battle an overwhelming variety of monsters: bats, rats, juggers, gremlins and wizards.

Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy by the original Ultima designers. You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.

*A Love, British Game*  
**THE ORIGIN™**

**FCI**   
**Not Just Kid Stuff**

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CRIMEBOY



## THE ARCADE GAME



Sara Connor races through the huge Cyberdyne complex, avoiding the police!



Freeze the T-1000 with liquid nitrogen and make a break for the factory.



The T-1000 has infiltrated Cyberdyne Systems. Escape before he finds you!



Hit the T-1000 with a grenade launcher and send him into the molten lead below.



Sky-Net is well protected by wave after wave of HKs, exo-skeletons, and T-800s.

## COME WITH ME IF YOU WANT TO LIVE!

Out of the apocalyptic fires of a nuclear holocaust, a lone warrior must journey to save mankind from the brink of extinction. From terminator to protector, you must now save young John Connor from the relentless, quasi-liquid killing machine, the T-1000!

As in the coin-op, T2 features incredible scaling and great graphics that plunge you head first into the battle of tomorrow. Power up your gun and get ready to save the human race from technology gone mad!



Hunter-Killers will blast the resistance to pieces unless you stop them first!



Exo-skeletons escorted by flying HKs battle the humans in the city's ruins.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCLAIM	GAMEBOY	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	6	SHOOTER	100%



This defense gate holds the key to the ultimate ride—a dangerous trip through time.



# CATCH THE TAITO HEAT WAVE



This head bangin' hard cheekin', fire-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and CHECK it out!



Oversized mutant mammals are at their boiling point. Indulge in a menu of madness so spicy, it'll make your eyes water. These dirty dishes need to be cleaned up, so that your pan and start cookin'!



Georgie has stolen the rights of the Jetsons by setting up a tough galaxy. Help George gather a grand total of help and get to the bottom of what does the power. George's clumsy machine will have to be invented.



This head-biting ent will crash the real world. But, it'll need to unleash your total Vets to unleash big doin' and create. So, get in because the job will take a moment!



Fred uncovers a treasure map and sets off on a wild adventure. He'll be the first to see the treasure. Help Fred through some adventures. You'll be the first in this journey.



Behold! The ultimate brain buster! Rotate, rotate! Our wits as you try to get your ball through before time runs out. Levels of geometrical motion will leave you dizzy. You'll be a pro!

**CIRCLE #161 ON READER SERVICE CARD**  
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CRIMEBOY

# SPOTS

## COOL ADVENTURE

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	GAMEBOY	MODERATE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	12	ACTION	100%



Use the huge blocks along the path to hurl at enemies that get in your way.



Spot's latest adventure begins here in the Carbonated Land!



When you begin, you can select your difficulty level. Take the easy way out!



After you complete each round, a bonus level gives you the chance to win big!



Use the springboard for a double jump ... and don't forget to grab the dots!



These snails are sluggish, but their touch is deadly. Knock them out with blocks!



### A BIT SPOTTY?

Spot, the lovable dot with limbs and shades, is back for more adventure. Instead of appearing in a board game, Spot has decided to take a more direct role in his play! Now you get to move Spot through his Cool Adventure! You start in Carbonated Land, but soon move on to more complex and difficult worlds! Spot doesn't just walk - he also jumps and crouches his way past the nasties on his trail. If blocks are found nearby, Spot can use them to bash his enemies or to build staircases to get hard-to-reach items. Some of the pests that attack



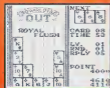
Spot will also help him! If Spot jumps on their back, he can then do a double jump! Collecting dots is also essential to increase your score.

Spot has a life meter which decreases each time he is hit. If Spot falls into water, however, he loses a life! There are also life containers along the way that replenish Spot's life bar completely. See what you've got - follow the adventures of Spot!

# WHAT THEY HOPE TO FIND UNDER THE TREE



Think last. This is definitely no ordinary poker game. Counting the cards is not so easy when you're dealt a new one around every five seconds. It takes all the concentration you have to beat this game. Of course, a little luck couldn't hurt.



"...one of the most entertaining hand-held brain teasers to come out yet."

-Electronic Gaming Monthly

Think all you like. In fact, take all the time you need to figure out 100 increasingly challenging and involving puzzles that may make you forget what planet you're on. By the way, make sure you have plenty of spare batteries.



"...Lazlos' Leap is a certified brain-drainer."

-Nintendo Power Magazine

**It's no wonder why Mom and Dad love playing your Game Boy so much, but they may not be willing to admit they'd like some games of their own. Wrap up these two brain-teasers and who knows, they may just keep your Game Boy® and buy you a Super NES™.**

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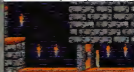


Fight a skeleton to the death in this crucial struggle above a bottomless pit.



Pit your skills against an evil guard who stands between you and your freedom.

# PRINCE OF PERSIA



Blades can slice you into oblivion. Only a carefully timed jump can save you now!



The magic mirror will create a clone determined to do its best to kill you!

## YOU'LL WISH FOR A MAGIC CARPET!

You have been imprisoned by the insidious Vissor Jaffar, an evil being bent upon ruling the land. He wants to marry the Sultan's daughter, thus securing his grip on the throne. The princess, on the other hand, thinks only of you. Can you escape from the dark confines of the prison and save your love? Will you become the next Prince of Persia?

The Game Gear perfectly recreates this computer classic with all the action, mystery and danger intact. The animation is unmatched by all other portable games. A password allows you to continue your perilous journey, and the ease of play will amaze you. Now if only you had a magic lamp.



The Vissor's chambers are nearby, so don't give up, or all will be lost!



Tread carefully through the needle-sharp spikes or you may be impaled on them!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TENGEN	GAME GEAR	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	100%



CRIME CIPHER

### LEVEL: ONE THE STREETS



Free the captives from the Colombian drug lords.



Blast the armed drug dealers hiding in the car!

### LEVEL: FOUR SUBWAY



Use the subway as a haven for city crime!

### LEVEL: TWO ROOFTOPS



Watch out for a dangerous ambush on the roof!



Dodge the chopper's assault of bullets!

### LEVEL: FIVE MADONNENHOF



Use the rooftops to stalk the LA agents.

### LEVEL: THREE CITY SLUMS



Take to the streets, killing everyone in your path!



Seize this truck full of drugs before it gets away.

### LEVEL: SIX ALIEN CAMP



Bring the alien drug dealer hunter on his own ground.

# PREDATOR 2

## HUNT IN THE BIG CITY BADLANDS!

The galactic headhunter is back! Now you can do battle with him wherever you go on the Game Gear! Take the role of Lieutenant Mike Harrigan, a tough cop who is out to clean up the streets of Los Angeles from the drug lords that have taken over. Watch out for the new guy in town who won't stop until he's satisfied with his quarry!

Set up in a fast paced side-scrolling fashion, this game contains an arsenal of weaponry ranging from shotguns to assault rifles to the Predator's disk blade! Get ready for some action!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FLYING EDGE	GAME GEAR	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
2 MEG	7	ACTION	100%	



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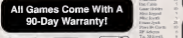
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Art of War 1	Art of War 1	Brain Out 1	Speed Buggy 3
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Art of War 1	Art of War 1	Brain Out 1	Speed Buggy 3
Art of War 1	Art of War 1	Brain Out 1	Speed Buggy 3
Art of War 1	Art of War 1	Brain Out 1	Speed Buggy 3
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Art of War 1	Art of War 1	Brain Out 1	Speed Buggy 3

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## Contest Winners

Here are the correct answers in our recently concluded Defenders of Dynatron City contest.

Name	Picture	Power
Ms. Megawatt	F	C
Toolbox	E	F
Monkey Kid	B	E
Jet Headstrong	A	B
Radium Dog	D	A
Buzzsaw Girl	C	D

The seven(7) first place winners are:  
 Jason Alaine, Blaine, MD  
 Marc Kedjora, Hartsdale, NY  
 Albert Siebert, Saratoga, CA  
 Billy Taufbee, Bulan, KY  
 Jennifer Colman, Columbus, OH  
 Roslyn Scinta, Chesapeake, Va  
 Ruth Cartwright, Waukesha, WI

The eight(8) second place winners are:  
 Matthew Weaston, Mt. Galead, OH  
 Bobby Chuck, Honolulu, HI  
 Jeffrey Nachern, Staten Island, NY  
 Souk Khanhsila Jr, Shreveport, LA  
 Dan Klmut, Edwardsville, IL  
 Jeremy Orno, Concord, MI  
 Jason Larson, Tempe, AZ  
 Joe Kelf, Manitowoc, WI

The Twenty Five(25) third place winners are:  
 Derek Antoine, Queens, NY; Jay Liu, Silver Spring, MD; Nick Archer, Millbrook, AL; Dave Woodard, Charlotte, NC; Jose Jamie, Baldwin Park, CA; Michael Grant, Cheyenne, WY; Vincent Parras, Hayward, CA; Michael Kelly, Durham, NC; David Bailey, E Amherst, NY; John Tobin, Wilmington, MA; Rickey Rousel, Carson, CA; Daniel Cariveau, Alpina, MI,  
 Andy Lang, Xenia, OH; Danny Kung, Richert Park, CA; Jonathon Svartzbien, El Paso, TX; Adam Moody, Fox Island, WA; Jeremy Anderson, Arkin, MN; Ryan Underwood, St Peters, MO; Sean Fraser, Lancaster, CA; Jim Zeher, St. Clairsville, OH; Fred Lindenstruth, Pewaukee, WI; Tahir Youngblood, Cincinnati, OH; Aaron Phelps, Chico, CA; Herbert Barnes, Frost, MS; Tyler Aiello, Milwaukee, WI

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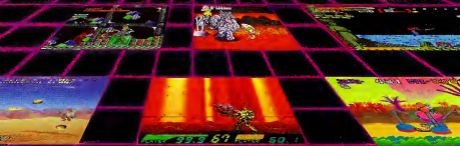
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 Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then complete the Survey Questions and you'll be automatically entered into this months drawing of EGM's FACT-FILE Game Give-Away!

# WIN BIG WITH EGM!

Get ready for the ultimate video game contest - only from EGM! Each month the kindly companies listed below have agreed to smuggle out to us the latest and greatest games we profile in every issue of EGM! Not being the stingy sort, we've decided to pass these carts along to you because that's the real reason why companies send them to us in the first place. Anyway, if you'd like a jab at these gaming goodies, simply detach the reader survey card, answer the questions, and mark which system(s) you own. Once we find a box, we'll put all your cards together and start pickin'! Remember to read the rules carefully, and enter today!

The following companies are contributing to this contest:

Activision, Acclaim, Arena, Atari, Atlus, Bignet, Capcom, Dynamix, FCI, Electronic Arts, Hudson, Jaleco, JVC, Konami, Mindscape, Namco, Nintendo, NTVIC, Sunsoft, Takara, Tradewest, Turbo Technologies



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- 1) Fill out the Reader Survey Card.
- 2) Answer the Survey Questions and Pick the Systems that You Own.
- 3) Mail your Reader Service Card to:  
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P.O. Box 8965  
Boulder, CO 80328-8965  
Winners will be listed in the Jan. EGM!

**Contest Rules:** All entries must be received before December 1, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, Inc. or to members of their immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$300. Prizes will be forwarded to the winner when final production copies are available. One prize per household. Prizes cannot be exchanged for cash or other goods. Go look it up. Determination of winners will be made through a random drawing. The decision of the judges is final so don't whine if you lose.



GAME GEAR

# SUPER OFFROAD



Use your money wisely! You'll need certain modifications for each new level.



The victor gets a trophy, cash, and the babe...



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Extra nitro for added speed.



## KEEP ON TRUCKIN'

Get down and dirty in a racing game for all off-road trucking fans. Most racing games put you on a well-maintained track with expensive race cars. But for hard-core rugged racers, there is nothing



like bumpy and rough terrain. After each treacherous level you'll be awarded a cash prize according to the place you finish in, along with any money picked up during the race. The cash can then be used to upgrade your truck with enhancements or saved for future races. The driving action is fast, especially with nitro assist, as three other determined drivers all fight for the finish line!

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>FAC FILL</b>	<b>VIRGIN</b>	<b>GAME GEAR</b>	<b>MODERATE</b>	<b>NOW</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>8</b>	<b>ACTION</b>	<b>100%</b>



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The TELEPLAY™ SYSTEM by BATON hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in another location. It comes equipped with TERRAN WARS, a head-to-head, fast action, arcade style space game, yet it costs about the same as one 8 megabit cartridge! 8 additional action-packed titles will be released in 1993! Want to learn more? Call (802) 437-9659.



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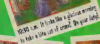
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**LYNX**



10000 L.A. It looks like a glorious morning to take a little rest of course. Oh, your lady!



Mr. Big wants Mr. Snuff to get out of Dirty Larry. Only you can stop him and plan.



This level looks to feel more for your Larry at the level. Luckily, he found a machine gun!



Larry is having a hard time making friends in this level. Maybe a trash can will help!



The chief is upset about the three cars that Larry destroyed. What is his assignment?



Patrol the streets out of them if the considerable elements that crowd.



The better is definitely not of his league. Two Parts of him should strike him out!



We may not be the conductor, but this hat does has some collecting to it.



**DO YOU FEEL LUCKY?**

Welcome to the mean streets of Steelburg, U.S.A. We join our hero in the office of the chief of police. The chief is livid about the three cars Dirty Larry has crashed this week (all in the line of duty, of course). After reprimanding the renegade cop, he sends him to the Knight Shade Hotel to apprehend one Harold Snuff, a.k.a. Mr. White, an iceman boss!

Talk about all-out action! This game packs it in. You'll definitely get a kick out of the story and the accompanying onemas. Lock and load, then get ready for a blast with Dirty Larry, Renegade Cop!

**DIRTY LARRY RENEGADE COP**

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ATARI	LYNX	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	ACTION	100%

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# EGM LIFESTYLES

THE WHAT'S HOT RESOURCE FOR EGM READERS ONLY

## MOVIES

### Walt Disney Pictures Hopes Aladdin Flies

Walt Disney Pictures is preparing to make yet another valuable addition to its treasure chest of enchanting full length animated feature films.

Forecasted to be one of the

covers his true potential, wins the affection of a beautiful princess, and defends the kingdom.

Aladdin's musical score is created by Academy

Award-winning composer Alan Menken. The late Howard Ashman, Menken's Oscar-winning partner on "The Little Mermaid" and "Beauty and the Beast", provided lyrics for three of the film's songs with Tony Award-winner

Tim Rice writing lyrics for the additional songs.

Recognizable names will give the characters voices. Gilbert Gottfried, who resembles a cartoon himself, supplies a voice as does Robin Williams, Jonathon Freeman, Linde Larkin, and a host of others.

Aladdin is scheduled for a November 25 nationwide debut and is expected to generate plenty of excitement.

### Mr. Magoo Comes to Life

Steven Spielberg's Amblin Entertainment paid a six-figure sum for the rights to produce a live-action Mr. Magoo film.

An ornery cartoon character of the 1960's who starred in more than 300 cartoon shorts and features, the nearly blind Mr. Magoo routinely found himself in hazardous situations. But because of his uncanny good luck, the feisty old man always manages to escape certain disaster.



Warner Brothers is financing the film and will distribute it worldwide.

The movie is still a long way off, but expect to see a resurgent interest in Mr. Magoo merchandise in the coming year.

### Will the Real Jabba Please Stand Up?

For all you Star Wars buffs out there, a new video by CBS/Fox entitled, "From Star Wars to Jedi", is packed with informative tidbits about the epic trilogy. The original Jabba the

Hut, for example, was going to be a stop-motion creature superimposed over a fat guy with an Irish accent. The plan was scrapped for technical reasons and a lack of cash.



Han Solo is pictured with Jabba as filmed in Star Wars.



Christmas season's biggest hits, Aladdin will follow in the footsteps of Disney's 30 other animated adventures by featuring composer-created music, recognizable voices, and an original storyline.

A wisecracking Genie and a mischievous monkey named Abu join forces to help Aladdin. With the help of a magic carpet and his friends, the street-wise Aladdin dis-

## SNEAKERS

### In search of Lightfoot

It's night, it's dark. There's a subtle flicker of red light on the sidewalk, and then it's gone.

What is it? It's part of L.A. Gear's new L.A. Lights Collection of sneakers. The shoes actually have small lights in the heel that respond to movement. They're not too expensive either, costing about 50 bucks.



## TOYS

That's right, kids. No longer will you have to resort to the hand in the armpit routine or the old mouth-on-the-forearm to make a rude nasty.

Instead, you can



## SPORTS

### Lucky Lindros

The NHL welcomed its future superstar when 20-year-old Eric Lindros and the Philadelphia Flyers played the reigning champion Pittsburgh Penguins and current superstar Mario Lemieux.

Standing six feet, four inches tall and weighing 240 lbs, Lindros has the size to dominate his competition. But he also has quick hands and a soft touch that enable him to either set up or score goals.

In his first-ever NHL



game, Lindros scored an unassisted goal and helped the Flyers tie the heavily favored Penguins.

In the Flyers first seven games, Lindros notched four goals, three assists, and six penalty minutes.

## Who Cut the Cheese?

buy your very own Ren or Stimpy "Rude Toot" dolls. The disgusting darlings of Nickelodeon's number one rated cartoon programs are invading the market and should be popular items this Christmas.

Mattel Toys is introducing a line of Ren and Stimpy toys ranging from the "Rude Toot" dolls to talking Ren and Stimpy, to vehicles, and even a play set.

With the talking Rens, just pull on the deranged Chihuahua's "outie" belly button, and one of

six trademark phrases can be heard.

Pull on the hairball lodged in Stimpy's mouth, and he'll say such memorable phrases as "Happy, Happy, Joy, Joy" or "They don't call me stupid for nothing."



## WHAT'S HOT

### STEVEN SEGAL

He finally has a winner. Could it be because he's hardly ever on screen?

### IMAGE COMICS

The loose confederation of artists is revolutionizing the industry. Look for more and more of the top talent to go independent.

### BATMAN RETURNS ON VIDEO

Do we really have (or want) to sit through it again?

### NICKELODEON

You're tading guys. Failing to deliver a constant stream of Ren & Stimpy is bad enough - but axing their creator is just plain nasty. No sir, we don't like it.

### THE ELECTION FROM HIGH TO LOW

Please, please, please, no more political commercials. Pu-lease! We'd rather watch the Energizer Bunny eat Vienna Sausages.

## WHAT'S NOT

## TELEVISION

The cult has been earlier, the much-anticipated first, the syndicated television series Star Trek: Deep Space Nine.

A spin-off of the number one-rated Star Trek: The Next Generation, Deep Space Nine takes place during the same time frame - the 24th century.

The series follows the adventures of a team of Starfleet officers who take command of a remote alien space station on the edge of a new celestial frontier.

It's called "Deep Space

Nine", the seedy space station is located near the mouth of a newly discovered wormhole, a phenomenon that provides a shortcut to a distant, unexplored quadrant of the galaxy. Travelers of all types are drawn to this time/space portal.

A dark and dingy outpost, an antithesis of the sterile environment of the Enterprise, Deep Space Nine is home to a Ferengi-run casino, a holographic brothel, and dozens of alien races.

With hostile empires on all sides, DS9 becomes the most

strategic post in the galaxy. Avery Brooks, formerly star of Spenser: For Hire, plays the role of Benjamin Sisko, the disgruntled commander of Deep Space Nine and a single parent due to the Borg. Sisko isn't too happy about being assigned to the space station, nor about raising his boy in such an environment.

Other inhabitants of the station include Major Kira Nerys, a former terrorist; Chief Operations Officer Miles O'Brien, who knows the hardware of the Starfleet; Lieutenant Jadzia Dax, who's beauty is only skin deep; and Jake Sisko, son of the Commander.

The blend of characters will create new possibilities for Trek stories. Not everyone gets along together in the diverse DS9 universe, and tension caused by the near-by Cardassian war machine doesn't help matters.

Look for the two-hour premier episode of Deep Space Nine some time in January.

# DEEP SPACE



Avery Brooks as Deep Space Nine Commander Ben Sisko.



Terry Farrell as the disturbed Science Officer Jadzia Dax.

## Sci-Fi Channel Expands Frontiers of Genre Viewing

Launched on September 24 to an estimated 10 million homes, the Sci-Fi Channel has captured a devoted fan base while diversifying its programming to capture a larger audience.

Catering to Sci-Fi buffs with a steady diet of classic series like *Lost in Space*, *Voyage to the Bottom of the Sea*, and *Battlestar Galactica*, the Sci-Fi Channel is also airing animated series, theatrical movies, original movies,

and original series.

Among the original series, *Nasa Watch* is devoted to coverage of the space program while *Sci-Fi News* features technology and science news. Another original series entitled *Inside Space* provides an irresistible glimpse of the unknown along with the

wonder, excitement, mystery and drama of space travel.

So far, according to Sci-Fi Channel officials, fans have responded well to the original programs.

In order to ensure viewer satisfaction, the Sci-Fi Channel has organized a fan alliance.

Members of the Alliance (nicknamed allies), contribute to the evolution of the network by responding in writing to make their voices heard in a number of areas including programming and marketing on local levels.

As the Sci-Fi Channel continues to expand, look for more original ideas to satisfy viewers.





# And In This Corner...

Randy Stradley, Editor of Dark Horse Comics' eminently popular *Allens vs. Predator* titles, revealed that an agreement has been reached with Largo Entertainment and 20th Century Fox to produce a feature film based on the comic series.

"It is a large scale production," Stradley said. "We're excited about the project."

If the *Allens vs. Predator* movie comes anywhere close to the success of the comic series, the film will be a blockbuster.

Combining a solid storyline, colorful artwork, and featuring two of the baddest aliens this side of the Milky Way, the comic series has more than half a million fans. When the *Allens vs. Predator* comic was first published, it became the highest selling comic title ever outside of DC and Marvel.

If you want to know the storyline and can't wait until late 1994 (probable release date) to see the movie, pick up one of the Dark Horse titles. It's a good bet the movie script will follow closely.

Expect to see the trend

towards using computer animation (instead of models and stop-motion photography) continue when *Allens vs. Predator* goes into production.

The Sci-Fi thriller is tentatively scheduled to begin shooting in October, 1993.



## FUTURE TV

### Krusty Live?

**Fox Considering a Live-Action Spinoff of The Simpsons' Kooky Klown**

As Fox contemplates the thought of a real, live Krusty

the Klown starring in his own half-hour TV show, the question begs: Who could possibly play the role of a harlequin who resides somewhere on the lunatic fringe?

How about Bozo? He has the basic qualifications: large down feet, fluorescent

hair (although it's the wrong color), and a cherry-red nose.

Ronald McDonald might be a good candidate. He has the right color makeup, and he can dance and sing, too.

The catch is, would Fox want to lure Ronald away from his day job selling burgers?



## GADGETS

### Cool Off a Hothead

Manufacturers warning: For the serious water gun enthusiast only.

Made by Larami Corp., this 21st Century water



Super Soaker 100

pistol shoots a continuous, soaking stream of water up to 50 feet.

A huge water capacity and quick pump action allow the shooter to engage a number of targets simultaneously, thus enabling mess drenchings.

Don't use it too close to your video game though! You don't want Sonic or Mario to be a casualty.

## XTRAS

### Terror at Sea

NBC has confirmed a major deal with Universal and Amblin TV on "See Quest." The Sci-Fi adventure series will reunite the *Jaws* duo of Steven Spielberg and Roy Scheider.

### Crash Test Dummies to Become TV Stars

New Line Cinema is making plans to produce a live-action film based on the *Incredible Crash Dummies*.

Meanwhile, a Saturday morning animated series based on the *Dummies* is being readied for a fall 1993 release on CBS.

**W**ith Batman and Superman representing DC's perennial stars, and Marvel's Universe of characters including Spiderman and the X-Men, the prospect of penetrating the comic book market with all new characters would be a task so formidable that even the Hulk would have difficulty breaking in.

For such an endeavor to succeed, a corps of some of the brightest young talent in the business would have to cooperate. They would have to have the guts, fan base, and tons of creative

energy to make it work. And they would need to create cool characters tough enough to battle the big boys now on comic book store shelves.

To anyone remotely familiar with the comic industry, this story is well known.

In the most revolutionary event to happen to the industry in many years, Jim Lee, Rob Liefeld and Todd McFarlane formed a consortium of artists to establish Image Comics.

Launched earlier this year, creator-owned Image is rapidly establishing itself as a dynamic force in the booming comic business. Buoyed by appealing characters and hot artists, Image is destined for success. Furthermore, Image arguably has the best art of any comics around, period.

Although Image is clearly carving out a niche among its larger competitors DC and Marvel, it remains radically different in one respect. The formation of Image is due in large part to the heavy duty restrictions the big companies place on artists. Granted, an artist gains widespread exposure

by working on a high profile title. But when the artist begins contributing new ideas to the title, he has no control of his creations.

Todd McFarlane, for example, became perhaps the hottest artist in the industry while working on Spiderman.

With gobs of webbing, huge eyes, and anatomically incorrect proportions, McFarlane's version of Spiderman ensnared new legions of fans. In fact, Marvel produced a new title exclusively for McFarlane. The premier issue sold more than 2.3 million copies.

Despite the enormous popularity of McFarlane's Spiderman, he legally had no rights to his creation. Eventually, he helped create the web-slinger's fiercest arch rival and Marvel's hottest new villain, Venom. But everything he contributed remained the property of Marvel.

Meanwhile, McFarlane's Marvel colleague Jim Lee found himself in a similar situation. Marvel raked in huge profits from a scintillating new X-Men title penciled by the popular Lee.

"I enjoyed doing the X-Men," Lee said, "but it was hard to stay interested because it wasn't mine. I had little creative control, and I had no share in merchandising profits."

Also during this time at Marvel, the energetic Rob Liefeld gained notoriety for the extremist style of his characters which includes body-clinging costumes and squinted eyes.

While working on the New Mutants title, Liefeld co-created a mysterious new character, Cable.



# A BRAND NEW IMAGE

As Liefeld watched Cable grow into Marvel's hottest new hero, he couldn't sit still any longer. He began work independently on his own title, dubbing it Youngblood.

This was the break other artists were waiting for.

Tired of having their imaginations crippled by corporate bylaws, the idea of creating and retaining the rights to their own characters became quite appealing to Liefeld, McFarlane, Lee, and other promising artists such as Erik Larsen, Marc Silvestri, Whitey Portacio, and Jim Valentino.

Image was formed as a loose confederation of independent artists based on the principle of creator-owned rights.

So far, the arrangement has stimulated, rather than stifled, creativity. Creators have complete control of their characters and the situations they encounter.

Such control also enables the artist to retain legal license to his character. If, for example, a movie

studio is interested in producing a feature film or a merchandising company wants to bring out a line of products based on Larsen's Savage Dragon or Portacio's Wet Works, they must deal directly with the character's creator, not Image as a company.

To bolster distributing capabilities, the Image artists recently initiated an agreement with Malibu Comics.

Both groups have benefited from the union. Image remains staunchly independent while Malibu is distributing comics created by the hottest names in the business.

Four months ago, before Image was a player in the Capital City Distribution Comic Book Market chart, more than 70% of the market was dominated by DC and Marvel. Malibu alone had less than a 3% share.

Now bolstered by the presence of Image and just four months later, Malibu's share has swelled to nearly 20% - surpassing DC and cutting into Marvel's



once impervious position.

Expect to see the astonishing growth of Image (and Malibu) continue. "Our biggest challenge now is to come up with a character that rivals Batman or Spidermen in popularity," Lee said.

Some day, maybe soon, we'll see Spawn vs. Spidermen or Wetworks and the X-Men fighting it out - if not in comic book pages, then on dealers' shelves.



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16 MEG	13	FIGHTING	100%

**ATTACK ME IF YOU DARE, YOU DON'T STAND A CHANCE AGAINST MY DRAGON PUNCH!**

The gaming guru here at the EGM office has compiled the most concise Street Fighter 2 strategy for level 7 characters! The character of choice are Ken and Ryu. We picked these two as our main characters because they have the best all-around fighting skills and both can perform the irrevocable Dragon Punch. These strategies should help you fight your way through the toughest level fighters in the game. Some of the patterns are so simple you won't believe your eyes! Good Luck and get ready to blow through the game on difficulty 7.



### DEFEAT KEN USING RYU

Ken is one of the strongest and most unpredictable fighters in the game. If you can get into either corner, he will go into a pattern of jump kicks, Hurricane kicks, Fireballs and Dragon Punches. Wait patiently and use a crouching Flare or a well-timed Dragon Punch.

### DEFEAT RYU USING KEN

Ryu is Ken's most formidable opponent. He is fond of getting in close and throwing you across the screen. Use a crouching Forward and he'll jump towards you. If you time it right, you can counterattack his jump kick with a Dragon Punch or a crouching Flare.



## BLANKA



DATE OF BIRTH: 2-12-1988  
 HEIGHT: 6' 5"  
 WEIGHT: 265 lbs.  
 BLOOD TYPE: B



### DEFEAT BLANKA USING RYU OR KEN

Blanka can really cause a lot of damage with only a few hits. He has a weakness, though. He likes to show off his ability to electrocute opponents with a deadly shock. Go to the far left or right and do backkicks and jump kicks. Blanka will light up and then you can toast him with a Fireball or a crouching Roundhouse.



**"SEEING YOU IN ACTION IS A JOKE."**

# CHUN LI



**DATE OF BIRTH:**  
 3-3-1968  
**HEIGHT:** 5' 6"  
**WEIGHT:** UNKNOWN  
**3-SIZES:**  
 B 34"  
 W 22"  
 H 30"  
**BLOOD TYPE:** A



**"I AM THE STRONGEST WOMAN IN THE WORLD."**



## DEFEAT CHUN LI USING KEN OR RYU

When you are playing at level 7, Chun Li is one of the most aggressive attackers in the game. Her biggest weakness is that she takes to the air far too often and becomes an easy target for Dragon Punches. The easiest way to defeat her is to get into the far left or right corner and wait for her to jump at you. She will be totally vulnerable to a crouching Fierce or a Dragon Punch. If she gets too close, she will throw you. Use foot sweeps to divert her.



# DHALSIM



**DATE OF BIRTH:**  
 11-22-1968  
**HEIGHT:** 4' 10"  
**WEIGHT:** 135 lbs.  
**HE HAIR:** BRAIDED  
**HEIGHT AND WEIGHT:**  
**3-SIZES:**  
 B 44"  
 W 18"  
 H 36"  
**BLOOD TYPE:** O

**"I WILL MEDITATE AND THEN DESTROY YOU."**



## DEFEAT DHALSIM USING RYU OR KEN

Dhalsim is one of the most intense adversaries that you'll meet. His concentration and patience make him an excellent fighter. Your best bet is trying to connect a flying Fierce or Strong and then throwing him when he lands from the blow. The most devastating combo you can use on him is a flying Fierce and then a Fierce if you're quick enough. If you're not, a crouching Fierce will still take almost 70% of his life if he is doing a Yoga Flame!

# GUILE



**DATE OF BIRTH:**  
 12-25-1968  
**HEIGHT:** 6' 1"  
**WEIGHT:** 283 lbs.  
**3-SIZES:**  
 B 48"  
 W 32"  
 H 35"  
**BLOOD TYPE:** O



**"ARE YOU MAN ENOUGH TO FIGHT WITH ME?"**



## DEFEAT GUILE USING KEN OR RYU

Obviously, Guile is one of the toughest characters in the game to defeat. The easiest technique to master against him is to counter his Razor Kick with a jump kick as shown. Use the top of the fence as a guide to place your kick. Guile will be dizzy after three of these, then you can finish him off with a triple Dragon Punch (Jab, Jab Dragon Punch). Guile also likes to Razor Kick short Dragon Punches that are out of his reach. He is easily barred!



## HONDA

DATE OF BIRTH: 88-9-1888  
 HEIGHT: 8' 2"  
 WEIGHT: 360 lbs.  
 BLOOD: B 85%  
           E 70%  
           A 80%  
**BLOOD TYPE: A**

"CAN'T YOU DO BETTER THAN THAT?"

### DEFEAT HONDA USING RYU OR KEN

This extremely muscular Sumo wrestler is considered to be the strongest street fighter ever. His weakness is a lack of speed and limited agility. You can get him under your control by using a pattern. Use a crouching Forward as Honda is coming towards you. He'll block it, or jump up to avoid it, or jump towards you. When he jumps towards you, do a crouching Fierce, or to cause some real damage, a Jab Dragon Punch will work well.



## ZANGIEF



DATE OF BIRTH: 88-2-1888  
 HEIGHT: 7'  
 WEIGHT: 200 lbs.  
 BLOOD: B 85%  
           E 80%  
           A 80%  
**BLOOD TYPE: A**



"MY STRENGTH IS MUCH GREATER THAN YOURS."

### DEFEAT ZANGIEF USING KEN OR RYU

Zangief is a very strong opponent and has excellent reach. Never try to throw him unless he is dizzy or he will counter throw and cause massive damage to you. The easiest way to get rid of him is to jump straight up and use jumping Roundhouse kicks when he gets in close. If he jumps at you, this maneuver will still work and you can do even more damage if you launch a Fierce Fireball before he lands. Be sure to stay out of his reach.



"HEY, WHAT HAPPENED? I'M NOT THROUGH WITH YOU YET."

### DEFEAT BALROG USING RYU OR KEN

Balrog is the first boss character that you will have to fight on your way to becoming the ultimate World Warrior. He has a variety of potent punches that cause tons of damage even when you are blocking. He is very fast and can throw a punch from halfway across the screen, so be careful! You can defeat him rather easily by using crouching Roundhouse and standing Roundhouse combos. Sweep at his feet and he should jump towards you. Just stand and perform a Roundhouse to knock him out of the air. Sometimes you will nail him with the crouching Roundhouse.







"HANDSOME FIGHTERS NEVER LOSE BATTLES."

**DEFEAT VEGA USING KEN OR RYU**

Vega is the fastest and most agile opponent in the entire game. He can almost leap across the entire screen and always gets his jump kicks out first. Wait almost always. If he jumps towards you, move in to where he should land and do a crouching Roundhouse to sweep him off his feet. Immediately jump directly above him, do a flying Roundhouse or a flying Fierce and you'll hit him. Do one more flying Fierce or Roundhouse and he should be dizzy. Perform a Hurricane kick and he will become dizzy again or he will be defeated. If he is dizzy, do one more Hurricane kick for an easy victory.



"YOU ARE NOT A WARRIOR, YOU ARE A BEGINNER."

**DEFEAT SAGAT USING RYU OR KEN**

Sagat is a long time enemy of Ryu and Ken and he has perfected his own version of the Dragon Punch known as the Tiger Uppercut. The bad thing about his super move is that he is extremely vulnerable while performing it and after he lands. There are two ways to trip him up. Wait until he passes the rock on the ground and then do a back flip and a Roundhouse. This will hit him as he is doing the uppercut. If you do a back flip before he gets to the rock his upper cut will just miss you as you're landing. Now you can deliver a wicked standing Roundhouse right to his head for over 25% damage!



"GET LOST. YOU CAN'T COMPARE WITH MY POWERS!"

**DEFEAT M. BISON USING KEN OR RYU**

This is the last battle of the game. Don't let Bison get the first hit in or it could mean your early demise. Block his kicks and slides until he jumps at you and nail him with a Fierce Dragon Punch. Immediately do a flying Fierce as he bends down to do a Flaming Torpedo and then a crouching Roundhouse. Right after you sweep him do a flying Roundhouse and he will be dizzy. Do a Roundhouse Hurricane Kick and he should get dizzy one more time. Finish him off with another Roundhouse Hurricane or a Jsb Dragon Punch!



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Baseball 352	\$2

U.S. NATIONAL VIDEO GAME TEAM'S

# INTERNATIONAL

# SCOREBOARD

VIDEO GAME HIGH SCORES Effective November, 1992

**Game of the Month High Scores!!**

**This Month's come...**

**Contra 3**

1. Victor Pohlot 9,999,999
2. Eric Johnson 9,999,999
3. Jonathon Provan 9,999,999
4. Carolyn Ledford 9,999,999
5. Greg Ervay 9,999,999



**9,999,999**

**Send Scores For...**

**Super Smash TV**

**All entries by Jan. 15.**

**WIN BIG WITH EGM!!**

Now you can show off your game playing skills with your very own U.S. National Video Game Team Jacket and T-Shirt. Each month, the top score on our Game of the Month will be awarded a Team Jacket and a cert of your choice. Four runners-up will receive official EGM T-Shirts! Get your high scores in today!

ARCADE SNES NINTENDO

Game	Score
Adams & Family	1,034,000
Adventer's Island 2	272,010
Battletoads	984,918
Bugs Bunny Crazy Castle	134,800
Double Dragon 2	9,899,899
Dr. Mario	7,029,655
Godzilla	15,111,310
Horse Arena	126,969
Iron Sword	1,215,149
Super Madrina	142,118
Monster in My Pocket	9999
Paperboy	185,300
Poppy	74,003
Rampage	42,738,562
Rubiksg	112,905
Super Mario Bros. 3	3,959,599
Tekno	988,285
T.M.N.T. 2	934,600
Wizard & Warriors 3	32,071

Game	Score
Act Raiser	92,901
Kival Fight	3,817,803
Pat Fighter	1,777,518
Super Adventure Island	359,190
Super Mario World	3,988,896
Super N-Type	3,365,308
Super Smash TV	96,899,899
Street Fighter 2	Finished

Game	Score
1543	2,947,368
After Burner	44,536,000
APB	1,000,324
Bride of Pinbot	2,116,860,569
Double Dragon	146,300
Iron Driver	529,800
Kix	3,266,808
Out Run	46,850,270
Street Fighter II	Finished
Super Cobra	15,440,310

Player
Stephen Kroppin
Edward Chalkbrowne
Joan Kinger
Peter Bondy
Edward Chalkbrowne
Richard Saether
Dave Wright
Peter Bondy
Jeff Adams
Jason Turko
James Powers, Jr
Gavin Stockard
Peter Bondy
Stephen Kroppin
Jason Turko
Benji Hooper
Richard Saether
Rock Lee
Jeff Adams

Player
Michael Wolf
Rock Lee
Carlton Barnes
Christopher Bucas
Kenneth Li
David Ramsey
Mark Dori
Mark Lake

Player
Brian Chippel
Wendell Kelly
Greg Gibson
Stephen Kroppin
Andy Brown
Jerry Lindner
Long Si Chin
Sam Lee
Stephen Kroppin
Mark Alessi

TURBO GENESIS SEGA

Game	Score	Player
After Burner	10,572,000	Christopher Jones
Allyard Bowl	235,480	Alex Stamos
Black Box	689,600	Rob Segments
Double Dragon	627,080	Todd Heller
Demoliver	21,626	Wesley Turcott
The Hunt	1,828,650	Nico Tenekoff
Fire Wrecker	590,480	Wesley Turcott
Rampage	990,100	Christopher Gens
Rastan	31,128,360	Christopher Gens
R-Type	1,100,580	Benji Hooper
Shovel	1,108,199	Dodd Duffillo
Space Harrier 3-D	25,257,979	Dee Lee

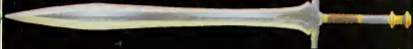
Game	Score	Player
After Burner 2	30,972,119	Dee Lee
Genesis	1,242,280	Christopher Gens
Castle of Illusion	30,221,968	Richard Snider
Curse	10,960,300	Jeff Tavin
Chaos & Obsession	6,195,180	Richard Snider
Samurai	1,781,671	Joe Haskins
Raiding Rounding 2	2,812,150	Chris Chase
Sonic the Hedgehog	3,989,899	Wesley Turcott
Sat & Devil	715,645	Steve Vargas
Stardust	3,989,880	David Maloney
Streets of Rage	590,960	Jameson Scott
Two Birds & Soul	999	Richard Snider

Game	Score	Player
Alisa Crush	946,808,500	Berry Dornas
Bloody Hell	35,764,928	Philly Grifone
Cyber Core	9,899,899	Jack Warner
Dragon Spirit	320,673	Steady Lines
Fighting Streets	1,580,000	Deves Cronley
Galaxy 90	1,884,143	Jeff Tavin
Kix	3,480,750	Jonathan Pedalopez
Blomster Lee	581,000	Paul Corley
Movie Sport	84,999,808	Mike Corne
Personal Stars	83,062,500	Justin Powers
R-Type	889,000	Chris Piggard
So Little Love	85,962,308	Chris Piggard
Super Star Soccer	13,442,908	Jeff Tavin

Rules - All scores on Super British TV must be received by January 15, 1993. If maximum scores are reached, a drawing of all maximum scores will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and an accompanys a legible photo. Void where prohibited. Send SASE to High Scores, 1930 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score holders will be listed the same as maximum scores. Decisions of the judges will be final.

# GAME OVER

## Soul Blazer



### A SWORD HAS PIERCED THE DARKNESS . . .

After a long and perilous journey, the Chosen One has found the embodiment of all evil in the land of Darkheim. Harnessing the awesome powers of the Phoenix and the lethal Soul Blade, our hero must do away with this enemy. He finds himself face-to-face with a powerful wizard after entering the Temple of Darkness. Following the battle, pure evil reveals its true and hideous form. The Chosen One must survive or all life will perish...



The king will make the Temple of Darkness appear.



The heavens erupt in a fury of light and thunder.



Within the temple there lies a power of unspeakable evil.



This Beast's flames scorch the ground. Only one will survive.



Beware of the wizard and his deadly powers.



Show your gratitude to those who have helped.



She longs for the day when her true love will return.



Back in the world of mortals, he is reunited with his love.



**WORLD WAR II**



**DESERT STORM**



**FIREPOWER 2000™**

## **THE EVOLUTION OF POWER.**

Command devastating power on land and in the air. Launch a ground assault with laserforce tanks. Strike with destructive force using hyperfine aircruisers. Master the ultimate weapons. Firepower 2000™. For one or two players. Only from Sunsoft.™

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**CIRCLE #164 ON READER SERVICE CARD**

**ROAD RUNNER'S**  
*Death Valley Rally*

**TAKES**

**REFLEXES**

**SPEED**

**CUNNING**

**BRAINS**

**GUTS**

and a little luck.

Only from

**SUNSOFT**

AAAAAAAAAAAAA...



AAAAAAAAAAAAA...



AAAAAAAAAAAAA...



PHUGHHHHHHE!



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**LOONEY TUNES**

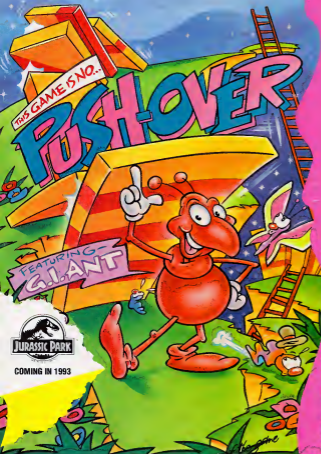
**SUPER NINTENDO**

CIRCLE #164 ON READER SERVICE CARD.



# FOR THE AMIGA, IBM PC, AND SUPER NES SYSTEM

Challenge yourself to Push-Over, a game where quick strategy and cunning are of the essence. As G. I. Ant, you must place each domino carefully in a row. Get 'em ready and set up to "push over." But beware! Each domino is programmed with special powers and abilities. Don't be a Push-Over and let this backfire on you!



COMING IN 1993

*The name of the game*



Ocean of America, Inc.  
1855 O'Toole Avenue  
Suite D-102  
San Jose, CA 95131



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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Top two screens shown above are from the IBM PC version of the game. Bottom two screens shown are from the Super NES version of the game.

CIRCLE #192 ON READER SERVICE CARD

